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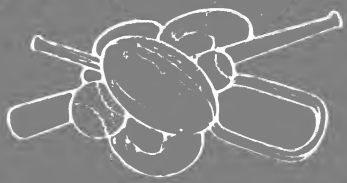

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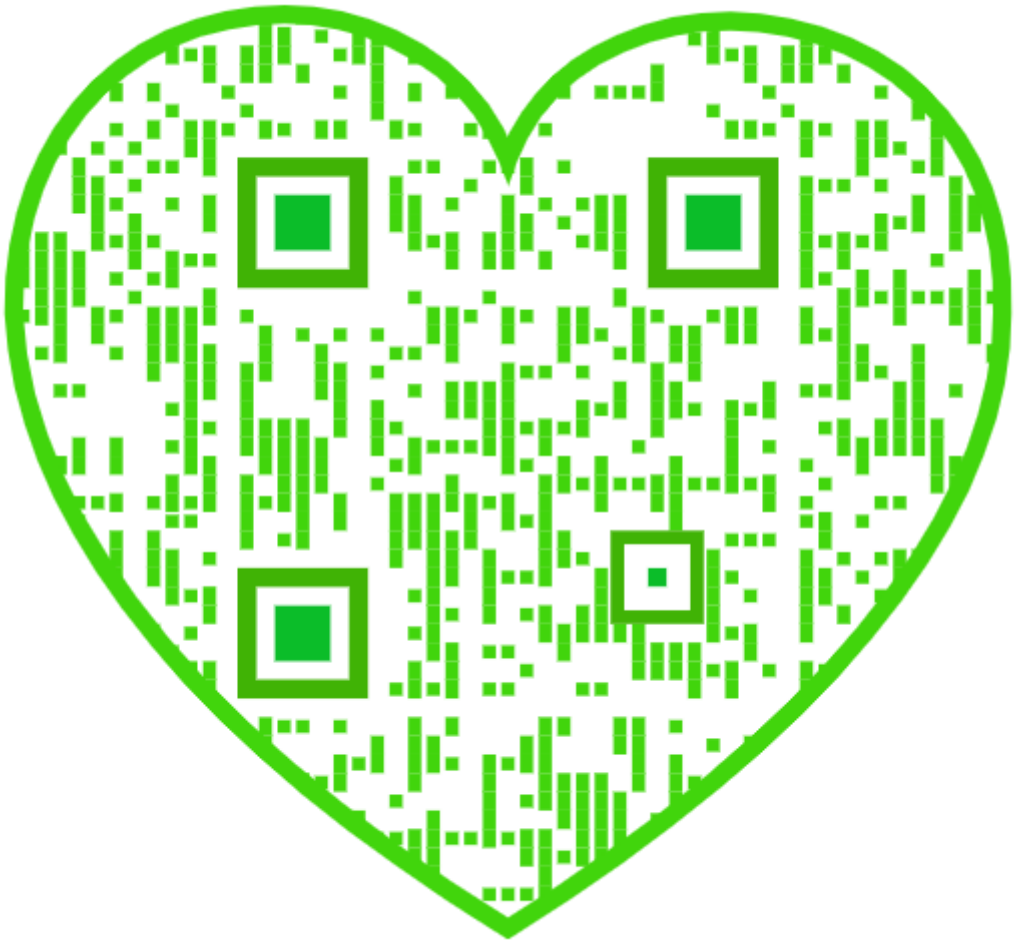

RICHARD K. FOX

THE NEW

BOOK OF RULES

OFFICIAL AND STANDARD

TOGETHER WITH THE

RULES

OF THE

AMATEUR ATHLETIC UNION

Richard K. Fox Publishing Company
Franklin Square, New York City

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Baseball (see Baseball Book, by John McGraw).

PREFACE

THIS Book of Rules, which has been carefully revised and brought up to date, will no doubt be a valuable acquisition to those interested in sport. While it does not contain all the rules available, it is sufficiently comprehensive to include those games and sports which are most popular and most generally practiced.

It may be relied upon as a standard authority, with one or two exceptions—cock-fighting and dog-fighting. In those cases the rules are amended according to the section of country in which the contest is held, but the amendments are usually very slight.

The value of this volume cannot be underestimated and all future editions will be kept up to date both in the matter of text and illustrations.

Richard K. Fox Publishing Company

GENERAL RULES

—OF THE—

Amateur Athletic Union.

RULE I.

SUSPENSION OR DISQUALIFICATION OF INDIVIDUALS.

Any person competing or exhibiting at open sports, or any athletic entertainment that is not given under the sanction of the Amateur Athletic Union or of one of its allied members, shall thereby disqualify himself from competing at any sports given under sanction of the Amateur Athletic Union.

The Registration Committee of the Association in whose territory the offence was committed shall have the power to reinstate any one so disqualified, if it shall think fit.

Athletic meetings promoted by companies, incorporated bodies, individuals or associations of individuals, as private speculations or in conjunction with a benefit, social or picnic entertainment, are not, unless with the sanction of the Registration Committee of the Association in whose territory such meetings are to take place, recognized by the Amateur Athletic Union, and any athlete competing at an unrecognized meeting shall thereby suspend himself from all games held under Amateur Athletic Union Rules.

No person shall be allowed to compete at any meeting held under Amateur Athletic Union Rules while disqualified or under a sentence of suspension of this Union or any of its active or allied members.

Any person knowingly competing against one who is disqualified or under sentence of suspension by this Union, or any of its active or allied members, shall be held to have suspended himself until the expiration of such sentence, or for such period as the Registration Committee of the Association in whose territory the offence was committed may deem proper.

No person who, at any time since the organization of the A. A. U., has knowingly become a professional, shall be reinstated as an amateur.

No application for reinstatement to full amateur status shall be entertained unless the applicant shall have abstained from all professional conduct for two years, and can be acted upon only at a meeting of the Amateur Athletic Union or of the Board of Governors. A two-thirds vote shall be necessary for reinstatement.

Any person receiving compensation for services performed in any capacity in connection with athletic games, or in an athletic club, will be ineligible to represent such club in games under the rules of the Amateur Athletic Union until he shall have permanently abandoned such employment.

Any member of any club of either of the Associations of the Amateur Athletic Union who shall have been expelled from said club for unpaid indebtedness shall not be eligible to compete in any games given by any Association of the Amateur Athletic Union, or by any club of any Association of the Amateur Athletic Union, until such indebtedness is liquidated.

RULE II.

OFFICIAL HANDICAPPERS.

It shall be the duty of the official handicappers to keep books containing the names and performances of all registered athletes in their districts and to handicap all handicap games or events. These books shall be the property of the respective Associations of the Amateur Athletic Union. The official handicappers shall check the entries of all novices without charge, being sure that they are registered.

They shall receive and handicap all entries furnished them by the proper parties up to the time they return their lists, but no entry shall be handicaped on the day of the games.

The committee in charge of all open handicap games or events, given under the rules of the Amateur Athletic Union, must employ the official handicapper, and pay him the following rates:

Ten cents for each separate entry, but no meeting shall be handicapped for less than $5.

The total number of entries in all handicap events added together shall determine the number of entries, each name in each event counting separately.

All fees for handicapping must be paid to the handicapper before he delivers the handicaps.

When for any reason the official handicapper shall fail to handicap any set of games, the entries shall be sent to the local member of the Registration Committee, who shall see that they are properly handicapped and returned.

RULE III.

CHAMPIONSHIP EVENTS.

The annual track and field championships of the Amateur Athletic Union shall consist of a senior class and junior class. The senior class shall be open to all registered amateur athletes, and the junior class shall be open to all registered amateur athletes who have not won a first prize at any A. A. U. Track and Field Championship meeting, a Canadian championship meeting, a cross-country championship, intercollegiate championship or the championship of any foreign country. The winner of any event in the junior championship shall be ineligible for further competition in the junior class. Nothing shall prevent an athlete entering in both senior and junior championships and competing in both classes the same day, providing he has not previously won a senior championship.

The annual championships shall be as follows:

1. *Outdoor Field Meeting.*

100 Yards Run.
220 Yards Run.
440 Yards Run.
880 Yards Run.
One Mile Run.
Five Mile Run.
Pole Vault for Height.
Running High Jump.
Running Broad Jump.
Throwing 16-lb. Hammer.
Throwing 56-lb. Weight for Distance.
Putting 16-lb. Shot.
Throwing Discus.
120 Yards Hurdle, 10 flights 3 ft. 6 in. high.
220 Yards Hurdle, 10 flights 2 ft. 6 in. high.

2. *Indoor Supplementary Meeting.*

75 Yards Run.
150 Yards Run.
300 Yards Run.
600 Yards Run.
1,000 Yards Run.
Two Mile Run.
Standing Broad Jump.
Standing High Jump.
Three Standing Broad Jumps.
Running Hop, Step and Jump.
Pole Vault for Distance.
Throwing 56-lb. Weight for Height.
Putting 24-lb. Shot.
220 Yards Hurdle, 10 flights 3 ft. 6 in. high.
300 Yards Hurdle, 10 flights 2 ft. 6 in. high.

3. *Individual General Athletic Competition. Order of Events. Scoring on the percentage basis.*

100 Yards Run.
Putting 16-lb. Shot.
Running High Jump.
880 Yards Walk.
Throwing 16-lb. Hammer.
Pole Vault for Height.
120 Yards Hurdle, 10 flights 3 ft. 6 in. high.
Throwing 56-lb. Weight for Distance.
Running Broad Jump.
One Mile Run.

4. *Swimming.*

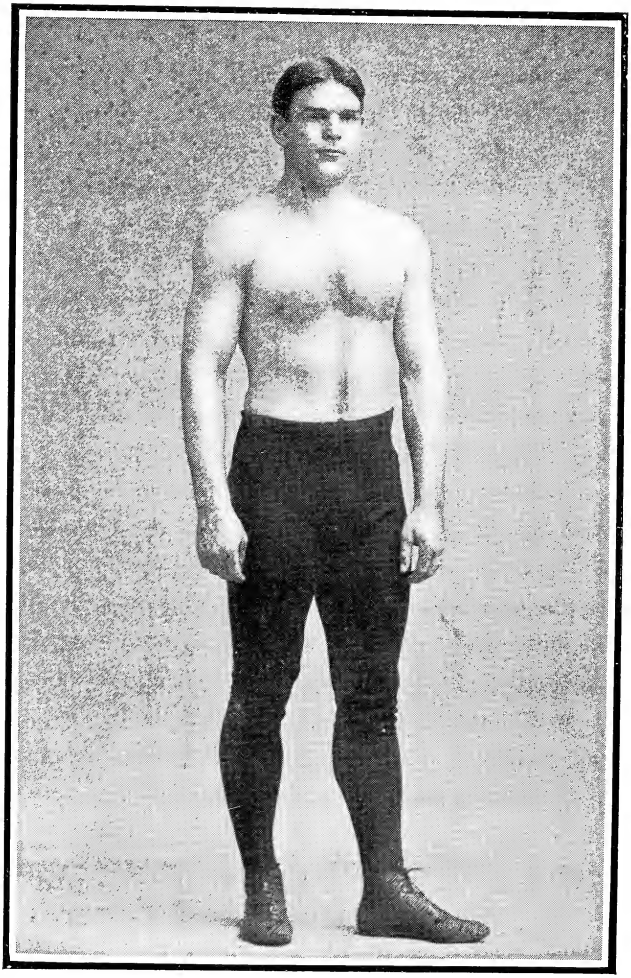
100 Yards.
220 Yards.
440 Yards.
880 Yards.
One Mile.

RULE IV.

RECORDS.

No record shall be accepted unless timed by at least three official timekeepers, or measured by at least three field judges.

The Record Committee shall investigate every performance to which their attention is called, and shall be empowered, in their discretion, to reject any record which



FRANK GOTCH.
Champion Wrestler of the World.

shall not be supported by the affidavits of at least six witnesses, including the officials, certifying as to the place, time of day, state of weather, condition of path or field, force and direction of wind, level or grade of grounds, weight, measurement and material of implement, and correctness of announced time or distance.

No record shall be accepted unless made in open competition.

RULE V.

ELIGIBILITY TO LIMITED EVENTS.

The eligibility to compete in events that are limited to men who have never accomplished a certain time, distance or height in a given event, shall be determined by the competitor's record when the entries for such event closed.

In all competition in which men classify by weight, contestants must weigh in for both trials and finals, within three hours of the beginning of each competition.

RULE VI.

DEFINITION OF A NOVICE.

An athlete shall be held to be a novice in each of the classes specified in Article IX. of the Constitution until he shall have won a prize in a competition in that class, open to the members of two or more clubs.

The winning of such a prize shall prevent his future competition as a novice in that class, although his entry may have been made before he lost his standing as a novice.

RULE VII.

ENTRIES.

All entries for competition held under Amateur Athletic Union Rules must be made on the entry forms adopted by the Amateur Athletic Union.

An athlete who fails to compete after entering an event in a bona fide way, and according to the rules, shall be required to furnish a satisfactory excuse for so doing or render himself liable to censure or suspension by the local registration committee.

RULE VIII.

PROFESSIONAL CONTESTS FORBIDDEN.

No professional contest or exhibition shall be allowed at any games, meetings or entertainments held under the

auspices of the Amateur Athletic Union, except that regularly employed instructors may take part with their pupils in entertainments, provided that such instructors shall not participate in any competition. This rule shall not apply to bicycling events given under the sanction of the National Cycling Association.

RULE IX.

REPORT OF GAMES.

The Official Scorers and Measurers at all games given under the rules of the Amateur Athletic Union shall be required to deliver to the Official Handicapper and to the Chairman of the Registration Committee of the Association in whose territory the games are held, within twenty-four hours after the close of the games, the official scores of all contests at such meeting. The clerk of the course at such meeting shall also be required to deliver in the same manner a complete list of all starters in each event. Any club that shall fail to file the necessary report of games shall be refused further sanctions until such report be filed.

RULE X.

ATHLETES' ATTIRE.

It shall be the duty of the clerk of the course to see that each and every contestant is properly attired; and under no circumstances shall athletes be allowed to dress or undress in the inner circle.

RULE XI.

No Association of the Amateur Athletic Union shall be allowed to recognize any league or association of athletic clubs within its jurisdiction.

RULE XII.

Open sports are those in which the events are open to members of more than one club, school, college or other organization.

RULE XIII.

All games, meetings, benefits or entertainments of any kind where athletes compete or exhibit must be sanctioned, except where the games, meetings, benefits or entertainments are held by a club member of the A. A. U. or of its allied bodies, and the entries are confined to members of the club giving such games, meetings, benefits or entertainments.

ATHLETIC RULES

OF THE

AMATEUR ATHLETIC UNION.

RULE I.

OFFICIALS.

SECTION 1. All amateur meetings shall be under the direction of

A Games Committee,
One Referee,
Two or more Inspectors,
Three Judges at Finish,
Three or more Field Judges,
Three or more Timekeepers,
One Judge of Walking,
One Starter,
One Clerk of the Course,
One Scorer,
One Marshal.

SEC. 2. If deemed necessary, assistants may be provided for the Judge of Walking, the Clerk of the Course, the Scorer, and the Marshal, and an Official Announcer may be appointed.

RULE II.

THE GAMES COMMITTEE

in all national championship meetings shall be appointed by the Championship Committee.

The Games Committee at any club meeting shall be composed of members of the club holding the meeting.

This Committee shall have jurisdiction of all matters not assigned by these rules to the Referee or other games officials. (See also Rule XV.)

RULE III.

THE REFEREE

shall decide all questions relating to the actual conduct of the meeting, whose final settlement is not otherwise covered by these rules.

He alone shall have the power to change the order of events as laid down in the official programme, and to add to or to alter the announced arrangement of heats in any event. A referee has no authority, after heats have been duly drawn and published in a programme, to transfer a contestant from one heat to another.

When in any but the final heat of a race, a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional or due to culpable carelessness, and shall also have the power to allow the hindered competitor to start in the next round of heats, just as if he had been placed in his trial.

When, in a final heat, a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional or due to culpable carelessness, and he shall also have the power to order a new race between such of the competitors as he thinks entitled to such a privilege.

If, during any athletic contest under the rules of the Amateur Athletic Union, a competitor shall conduct himself in a manner unbecoming a gentleman, or offensive to the officials, spectators or competitors, the referee shall have the power to disqualify him from further competition at the meeting; and if he thinks the offense worthy of additional punishment, shall promptly make a detailed statement of the facts to the Registration Committee in whose territory the offense was committed.

RULE IV.

THE INSPECTORS.

It shall be the duty of an Inspector to stand at such point as the Referee may designate; to watch the competition closely, and in case of a claim of foul to report to the Referee what he saw of the incident.

Such Inspectors are merely assistants to the Referee, to whom they shall report, and have no power to make any decisions.

RULE V.

THE JUDGES AT FINISH

shall determine the order of finishing of contestants and shall arrange among themselves as to noting the winner, second, third, fourth, etc., as the case may require.

Their decision in this respect shall be without appeal, and in case of disagreement a majority shall govern.

RULE VI.

THE FIELD JUDGES

shall make an accurate measurement, and keep a tally of all competitors in the high and broad jumps, the pole vault, the weight competitions and the tug of war.

They shall act as judges of these events, and their decisions, as to facts, shall likewise be without appeal. In case of disagreement a majority shall govern.

RULE VII.

THE TIMEKEEPERS

shall be three in number. They shall individually time all events where time record is required, and determine among themselves and announce the official time of each heat or race.

Should two of the three watches mark the same time and the third disagree, the time marked by the two watches shall be accepted. Should all three disagree, the time marked by the intermediate watch shall be accepted.

The flash of the pistol shall denote the actual time of starting.

If, for any reason, only two watches record the time of an event and they fail to agree, the longest time of the two shall be accepted.

NOTE.—For record, however, three watches must be held on an event. See Rule IV., General Rules of the Amateur Athletic Union.

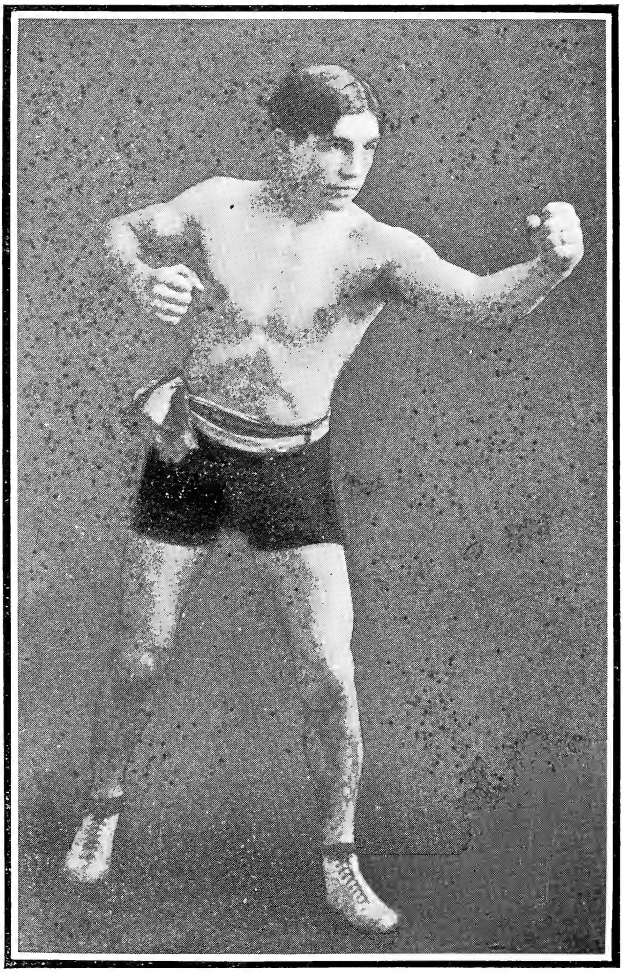
RULE VIII.

THE STARTER

shall have sole jurisdiction over the competitors after the Clerk of the Course has properly placed them in their positions for the start.

The method of starting shall be by pistol report, except that in time handicap races the word "go" shall be used.

An actual start shall not be effected until the pistol has been purposely discharged after the competitors have been warned to get ready. In case the pistol was not purposely discharged the competitors shall be called back by the starter by pistol fire. (NOTE.—The starter must have at least two good cartridges in his pistol before starting a heat.)



AD WOLGAST.
Clever Lightweight Boxer.

When any part of the person of a competitor shall touch the ground in front of his mark before the starting signal is given, it shall be considered a false start.

Penalties for false starting shall be inflicted by the Starter, as follows:

In all races up to and including 125 yards the competitor shall be put back one yard for the first and another yard for the second attempt; in races over 125 yards and including 300 yards, two yards for the first and two more for the second attempt; in races over 300 yards and including 600 yards, three yards for the first and three more for the second attempt; in races over 600 yards and including 1,000 yards, four yards for the first and four more for the second attempt; in races over 1,000 yards and including one mile, five yards for the first and five more for the second attempt; in all races over one mile, ten yards for the first and ten more for the second attempt. In all cases the third false start shall disqualify the offender from that event.

The starter shall also rule out of that event any competitor who attempts to advance himself from his mark, as prescribed in the official programme after the starter has given the warning to "get ready."

RULE IX.

THE CLERK OF THE COURSE

shall be provided with the names and the numbers of all entered competitors, and he shall notify them to appear at the starting line before the start in each event in which they are entered.

In case of handicap events from marks, he shall place each competitor behind his proper mark; shall immediately notify the Starter should any competitor attempt to advance himself after the Starter has warned them to "get ready;" and in time allowance handicaps shall furnish the Starter with the number and time allowance of each actual competitor. He shall control his assistants, and assign to them such duties as he may deem proper.

RULE X.

THE JUDGE OF WALKING

shall have sole power to determine the fairness or unfairness of walking, and his rulings thereon shall be final and

without appeal. He shall caution any competitor whenever walking unfairly, the third caution to disqualify, except that he shall immediately disqualify any competitor when walking unfairly during the last 220 yards of a race. He shall control his assistants, and assign to them such of his duties as he may deem proper.

RULE XI.

THE SCORER

shall record the order in which each competitor finishes his event, together with the time furnished him by the Timekeepers. He shall keep a tally of the laps made by each competitor in races covering more than one lap, and shall announce by means of a bell, or otherwise, when the leading man enters the last lap. He shall control his assistants, and assign to them such of his duties as he may deem proper.

RULE XII.

THE MARSHAL

shall have full police charge of the enclosure, and shall prevent any but officials and actual competitors from entering or remaining therein. He shall control his assistants, and assign to them their duties.

RULE XIII.

THE OFFICIAL ANNOUNCER

shall receive from the Scorer and Field Judges the result of each event, and announce the same by voice, or by means of a bulletin board.

RULE XIV.

Trainers and handlers shall not be allowed within the centre field or inner circle, or on the track immediately prior to or during competitions at championship meetings, except in distance races exceeding one mile; this does not include the A. A. U. all round championship.

RULE XV.

COMPETITORS

shall report to the Clerk of the Course immediately upon their arrival at the place of meeting, and shall be provided by that official with their proper numbers, which must be worn conspicuously by the competitors when competing, and without which they shall not be allowed to start.

Each competitor shall inform himself of the time of starting, and shall be promptly at the starting point of each competition in which he is entered, and there report to the Clerk of the Course.

Under no condition shall any attendants be allowed to accompany competitors at the start or during any competition, except in match races, where special agreement may be made.

RULE XVI.

PROTESTS

against any entered competitor may be made verbally or in writing to the Games Committee or any member thereof before the meeting, or to the Referee during the meeting. If possible, the Committee or Referee shall decide such protests at once. If the nature of the protest or the necessity of obtaining testimony prevents an immediate decision, the competitor shall be allowed to compete under protest, and the protest shall be decided by the Games Committee within one week, unless its subject be the amateur standing of the competitor, in which case the Games Committee must report such protest within forty-eight hours to the member of the Registration Committee in whose territory the games are being held.

RULE XVII.

TRACK MEASUREMENT.

All distances run or walked shall be measured upon a line eighteen inches outward from the inner edge of the track, except that in races on straightaway tracks the distance shall be measured in a direct line from the starting mark to the finishing line.

RULE XVIII.

THE COURSE.

Each competitor shall keep in his respective position from start to finish in all races on straightaway tracks, and in all races on tracks with one or more turns he shall not cross to the innner edge of the track, except when he is at least six feet in advance of his nearest competitor. After turning the last corner into the straight in any race, each competitor must keep a straight course to the finish line, and not cross, either to the outside or the inside, in front of any of his opponents.

In all championship races of the Amateur Athletic Union, or any of its Associations, at any distance under and including 300 yards, each competitor shall have a separate course, properly roped, staked and measured, whether the race be run on a straight path or around one or more curves.

The Referee shall disqualify from that event any competitor who wilfully pushes against, impedes, crosses the course of, or in any way interferes with another competitor.

The Referee shall disqualify from further participation in the games any contestant competing to lose, to coach, or to in any way impede the chances of another competitor either in a trial or final contest.

RULE XIX.

THE FINISH.

The finish of the course shall be represented by a line between two finishing posts, drawn across and at right angles to the sides of the track, and four feet above which line shall be placed a tape attached at either end to the finishing posts. A finish shall be counted when any part of the winner's body, except his hands or arms, shall reach the finish line. The order of finishing for second and third places, and so on, shall be decided in the same manner.

RULE XX.

HURDLES.

Different heights, distances and number of hurdles may be selected for hurdle races.

In the 120 yards hurdle race, ten hurdles shall be used; each hurdle to be three feet six inches high. They shall be placed ten yards apart, with the first hurdle fifteen yards distant from the starting point, and the last hurdle fifteen yards before the finishing line. In the 220 yards hurdle race ten hurdles shall be used, each hurdle to be two feet six inches high. They shall be placed twenty yards apart, with the first hurdle twenty yards distant from the starting mark, and the last hurdle twenty yards before the finishing line.

In hurdle races of other distances, and with different numbers of hurdles, the hurdles shall be placed at equal intervals, with the same space between the first hurdle and

the starting point, and the last hurdle and the finishing line as between each of the hurdles.

In making a record it shall be necessary for the competitor to jump over every hurdle in its proper position.

In all championship hurdle races of the Amateur Athletic Union, or any of its Associations, up to and including 300 yards, each competitor shall have separate hurdles and a separate course marked out and measured independently, whether races are run straightaway or with turns.

RULE XXI.

TIES.

In all contests whose results are determined by measurement of height or distance, ties shall be decided as follows:

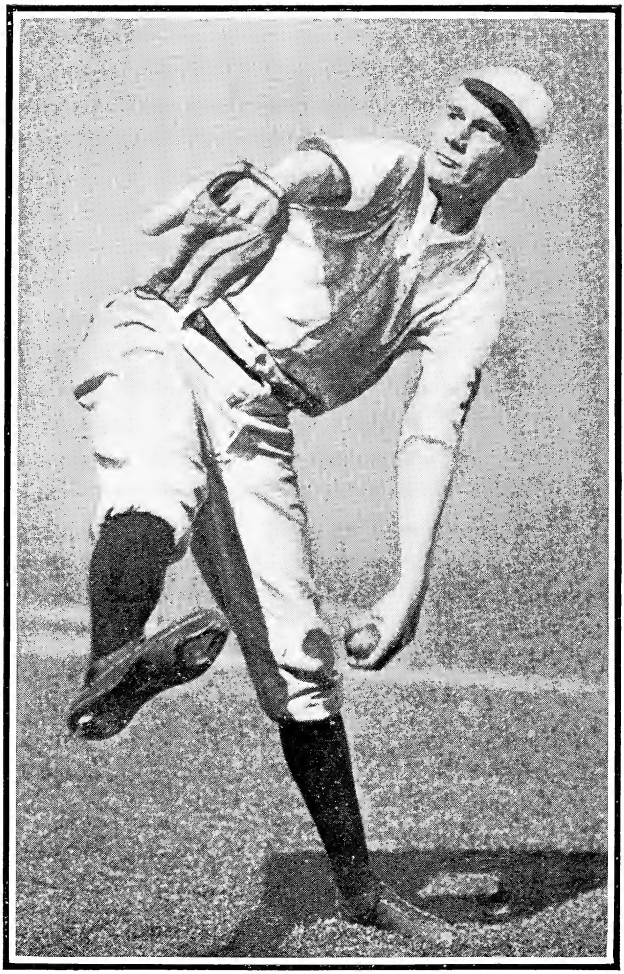
In handicap contests the award shall be given to the competitor who received the least allowance. In case of a tie between two or more competitors who received the same allowance, the decision shall be made as in scratch contests.

In case of a tie in a scratch contest at high jumping, the tieing competitors shall have three additional trials at the height last tried, and if still undecided, the bar shall be lowered to the height next below, and three trials taken at that height. If no one clears it, the bar shall be lowered again and again until one of the competitors clears it. In case of a second tie, the award shall be given to the competitor who cleared the bar with the least number of trials.

In case of a tie in the pole vault the officials shall raise or lower the bar at their discretion, and those competitors who have tied shall be allowed one trial at each height.

In handicaps, where a tie occurs, the scratch man or man with the smallest allowance shall be given the place.

In case of a tie in a scratch contest at any game decided by distance, each of the tieing competitors shall have three additional trials, and the award shall be made in accordance with the distances cleared in these additional trials. In case of a second tie three more trials shall be allowed, and so on, until a decision is reached. In case of a dead heat in any track events, the competitors shall not be allowed to divide the prize or points, or to toss for them, but must compete again at a time and place appointed by the referee.



RUBE MARQUARD.
Crack Pitcher of the Giants.

ORDER OF COMPETITION IN FIELD EVENTS.

In all scratch events the competitors shall take their trials in the order of their names as printed in the programme.

In all handicap events the competitor having the greatest allowance shall make the first trial, and so on, in regular order, up to the competitor at scratch or with least allowance, who shall have the last trial.

RULE XXII.

JUMPING.

SECTION 1. A fair jump shall be one that is made without the assistance of weights, diving, somersaults or handsprings of any kind.

THE RUNNING HIGH JUMP.

SEC. 2. The Field Judges shall decide the height at which the jump shall commence, and shall regulate the succeeding elevations.

Each competitor shall be allowed three trial jumps at each height, and if on the third trial he shall fail, he shall be declared out of the competition.

At each successive height each competitor shall take one trial in his proper turn; then those failing, if any, shall have their second trial jump in a like order, after which those having failed twice shall make their third trial jump.

The jump shall be made over a bar resting on pins projecting not more than three inches from the uprights, and when this bar is removed from its place it shall be counted as a trial jump.

Running under the bar in making an attempt to jump shall be counted as a "balk," and three successive "balks" shall be counted as a trial jump.

The distance of the run before the jump shall be unlimited.

At the annual meeting of the A. A. U., held Nov. 19, 1902, in New York City, the following was offered for guidance in the pole vault and high jump events:

"That the rules of competition require the field judges to make accurate measurements. The Committee have discussed the question of giving the right to move the apparatus in the high jump and in the pole vault, and we would like to call the attention of all those who are interested in athletics to the fact that if the apparatus is moved, the field judges should make a re measurement, because if there is any inequality in the ground at all, changing the apparatus may make a difference varying from an inch to a quarter of an inch, and the competitor should not be allowed to have the apparatus moved and thereby get an advantage in that way."

A competitor may decline to jump at any height in his turn, and by so doing, forfeits his right to again jump at the height declined.

THE STANDING HIGH JUMP.

SEC. 3. The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result. A competitor may rock forward and back, lifting heels and toes alternately from the ground, but may not lift either foot clear from the ground or slide it along the ground in any direction.

With this exception the rules governing the RUNNING HIGH JUMP shall also govern the STANDING HIGH JUMP.

THE RUNNING BROAD JUMP.

SEC. 4. When jumped on earth a joist five inches wide shall be sunk flush with it. The outer edge of this joist shall be called the scratch line, and the measurement of all jumps shall be made from it at right angles to the nearest break in the ground made by any part of the person of the competitor.

In front of the scratch line the ground shall be removed to the depth of three and the width of twelve inches outward.

A foul jump shall be one where the competitor in jumping off the scratch line makes a mark on the ground immediately in front of it, or runs over the line without jumping, and shall count as a trial jump without result.

Each competitor shall have three trial jumps, and the best three shall each have three more trial jumps.

The competition shall be decided by the best of all the trial jumps of the competitors.

The distance of the run before the scratch line shall be unlimited.

THE POLE VAULT.

SEC. 5. The height of the bar at starting and at each successive elevation shall be determined by the officials.

Three tries allowed at each height. Each competitor shall make an attempt in the order in which his name ap-

pears on the programme, then those who have failed shall have a second trial in regular order, and those failing on this trial shall take their final trial.

Displacing the bar counts as a try.

A line shall be drawn fifteen feet in front of the bar and parallel with it; crossing this line in an attempt shall be a balk. Two balks constitute a try.

Leaving the ground in an attempt shall constitute a try.

A competitor may omit his trials at any height, but if he fail at the next height he shall not be allowed to go back and try the height he omitted.

The poles shall have no assisting devices, except that they may be wound or wrapped with any substance for the purpose of affording a firmer grasp, and may have one spike at the lower end. No competitor shall, during his vault, raise the hand which was uppermost when he left the ground to a higher point on the pole, nor shall he raise the hand which was undermost when he left the ground to any point on the pole above the other hand.

Poles shall be furnished by the club giving the games, but contestants may use their private poles if they so desire, and no contestant shall be allowed to use any of these private poles except by the consent of their owners. The poles shall be unlimited as to size and weight.

Any competitor shall be allowed to dig a hole not more than one foot in diameter at the take-off in which to plant his pole.

In case of a tie the officials shall raise or lower the bar at their discretion, and those competitors who have tied shall be allowed one trial at each height.

In handicaps where a tie occurs, the scratch man or man with the smallest allowance shall be given the place.

The rule governing the RUNNING BROAD JUMP shall also govern the POLE VAULT for distance, except that when the man leave the ground in an attempt it shall be counted a trial.

THE STANDING BROAD JUMP.

SEC. 6. The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result. A competitor may rock forward and back, lifting heels and toes alternately from the ground, but may not lift either foot clear

of the ground, or slide it along the ground in any direction.

In all other respects the rule governing the RUNNING BROAD JUMP shall also govern the STANDING BROAD JUMP.

THE THREE STANDING BROAD JUMPS.

SEC. 7. The feet of the competitor shall leave the ground only once in making an attempt for each of the three jumps, and no stoppage between jumps shall be allowed. In all other respects the rules governing the STANDING BROAD JUMP shall also govern the THREE STANDING BROAD JUMPS.

RUNNING HOP, STEP AND JUMP.

SEC. 8. The competitor shall first land upon the same foot with which he shall have taken off. The reverse foot shall be used for the second landing, and both feet shall be used for the third landing.

In all other respects the rules governing the RUNNING BROAD JUMP shall also govern the RUNNING HOP, STEP AND JUMP.

RULE XXIII.

THE SHOT.

The shot shall be a metal sphere with a covering of any material, and the combined weight for championship contests shall be 16 pounds. It is optional with the Games Committee of handicap meetings to offer competitions of shots weighing from 12 pounds upwards.

The shot shall be "put" with one hand, and in making the attempt it shall be above and not behind the shoulder.

All puts shall be made from a circle seven feet in diameter. The circle to be a metal or wooden ring, painted or whitewashed, and sunk almost flush with the ground, and it shall be divided into two halves by a line drawn through the centre. In the middle of the circumference of the front half shall be placed a stop-board four feet long, four inches high, and firmly fastened to the ground. In making his puts, the feet of the competitor may rest against, but not on top of this board.

A fair put shall be one in which no part of the person of the competitor touches the top of the stop-board, the circle, or the ground outside the circle, and the competitor leaves the circle by its rear half, which shall be the half directly opposite the stop-board. A put shall be foul if any part of the person of the competitor touch the ground outside the front half of the circle before the put is measured.

The measurement of each put shall be from the nearest mark made by the fall of the shot to the circumference of the circle on a line from the mark made by the shot to the centre of the circle.

Foul puts and letting go the shot in making an attempt shall be counted as trial puts without result.

A board similar to the one in front may be used at the back of the circle.

The order of competing and number of trials shall be the same as for the running broad jump. Shots shall be furnished by the Games Committee. Any contestant may use his private shot, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE XXIV.

THROWING THE 56-LB. WEIGHT.

SECTION 1. The weight shall be a metal sphere, with handle of any shape and material. Their combined weight shall be at least fifty-six pounds, and their combined height shall not be more than sixteen inches.

All throws shall be made from a circle seven feet in diameter.

The circle to be a metal or wooden ring, painted or whitewashed, and sunk almost flush with the ground.

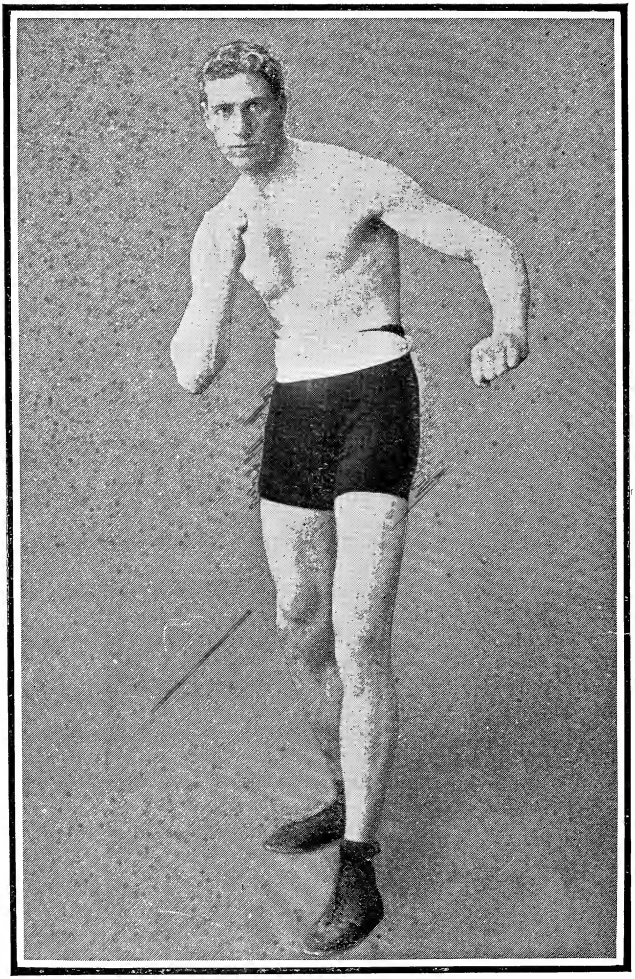
In making his throws the competitor may assume any position he chooses, and use one or both hands.

Foul throws and letting go the weight in an attempt shall count as trial throws without result.

Weights shall be furnished by the Games Committee. Any contestant may use his private weight, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

IN THROWING FOR DISTANCE.

SEC. 2. A fair throw shall be one where no part of the person of the competitor touches the circle, the ground outside the circle, and the competitor leaves the circle by its rear half, which shall be that part of the circle directly opposite the half occupied by the competitor at the moment of delivery, and shall be designated by an imaginary line drawn through the centre of the circle at right angles to the direction of the throw.



BOMBARDIER WELLS.
England's Champion Heavyweight Boxer.

The measurement of each throw shall be from the nearest mark made by the fall of any part of the weight or handle to the inside edge of the circumference of the circle on a line from the mark to the centre of the circle.

The number of trials and method of decision shall be the same as in the running broad jump.

IN THROWING FOR HEIGHT.

SEC. 3. A barrel head three feet in diameter shall be suspended horizontally in the air.

The field judges shall determine the height at which the barrel head shall be fixed at the beginning of the competition, and at each successive elevation.

A fair throw shall be one where no part of the person of the competitor shall touch the circle or the ground outside of the circle before the weight touches the barrel head, and where any part of the weight or handle touches any part of the barrel head.

The measurement of each throw shall be from the ground perpendicularly up to the lowest part of the barrel head.

The method of competition shall be the same as in the running high jump.

RULE XXV.

THROWING THE HAMMER.

The head and handle may be of any size, shape and material, provided that the length of the complete implement shall not be more than four feet and its weight not less than sixteen pounds.

The competitor may assume any position he chooses, and use either one or both hands.

All throws shall be made from a circle seven feet in diameter, the circle to be a metal or wooden ring, painted or whitewashed and sunk almost flush with the ground.

A fair throw shall be where no part of the person of the competitor touches the circle or the ground outside the circle, and the competitor leaves the circle by its rear half, which shall be that directly opposite the half occupied by the competitor at the moment of delivery, and shall be designated by an imaginary line drawn through the centre of the circle at right angles to the direction of the throw.

Foul throws and letting go of the hammer in an attempt shall count as trial throws.

The measurement of each throw shall be from the nearest mark made by the fall of the head of the hammer to the inside circumference of the circle, on a line from the mark to the centre of the circle.

The number of trials and methods of decision shall be the same as in the running broad jump.

Hammers shall be furnished by the Games Committee. Any contestant may use his private hammer, if correct in weight and length; in which case the other contestants must also be allowed to use it if they wish.

RULE XXVI.

THROWING THE DISCUS.

The discus shall be of smooth, hard wood body without finger holes, weighted in centre with lead discs and capped with polished brass discs, with steel ring on the outside. The weight of the discus shall be four and one-half (4½) pounds; outside diameter, eight (8) inches; thickness in centre, two (2) inches.

The circle for throwing the discus shall be similar in all respects to that of throwing the 56-pound weight and 16-pound hammer.

In making his throws the competitor may assume any position he pleases, and the rules governing a "fair throw" to be the same as the hammer and 56-pound weight.

A discus shall be furnished by the Games Committee. Any competitor may use his private discus, if correct in weight and shape, in which case the other contestants shall be allowed to use it if they wish.

The measurement of each throw shall be made from the nearest mark made by the fall of the discus to the inside circumference of the circle on a line from the mark made by the discus to the centre of the circle.

RULE XXVII

TUGS-OF-WAR.

Tugs-of-War shall be pulled on cleats made of wood, same to be at least four inches thick, six inches high and twenty-two inches long, and at least six feet six inches apart. The distance from the clamp in the centre to the first cleat on either side shall be not less than six feet.

The cleats shall be set on edge and bolted to the board.

The rope shall be a manilla, three-stranded rope, not less than four-and-a-half nor more than five inches in circum-

ference. There shall be a clamp equidistant from the first cleat on either side, which shall be sufficient to hold the rope in position until released.

The clamp shall not make an appreciable kink in the rope. Any position may be assumed before the pistol is fired. No mechanical device shall be used for holding the rope. No belt other than one to protect the body shall be used. The flanges to hold the rope in place shall not be constructed so as to bind on the rope in any position that the anchor may assume. Leather shields and gloves may be used, and adhesive substances may be put on the same. The belt shall not weigh more than twenty pounds. Competitors shall not use weights in unlimited pulls, but in pulls limited to specified weights, competitors may use weights, providing the total weight of the team, including weights, does not exceed the limit.

The standard time limit for each pull shall be five minutes, and a rest of not less than ten minutes shall be allowed each competitor between trial pulls. A shorter or longer time limit may be agreed upon for other than championship contests.

When tugs-of-war are limited to teams of a given weight, competitors shall be weighed before competing. They shall be weighed as they pull; *i. e.,* including clothing, shoes, belt, etc.

The weighing-in shall be done immediately before the pull.

No knot of any kind shall be tied in the rope, and the rope shall not be passed more than once around the body of the anchor.

In no case shall any man pull on more than one team in a contest, and no substitute shall be allowed to pull on any team that has pulled a trial.

In case a team gains three feet from its opponents, it shall be awarded the pull.

Immediately before the competition the captains of the opposing teams shall draw their numbers and compete as follows: To have a preliminary round of as many contests as the total number of teams exceeds 2, 4, 8, 16 or 32, and drop the losers. This leaves in 2, 4, 8, 16 or 32 teams, and the competition then proceeds regularly with no byes or uneven contests.

No pull shall be awarded by less than half an inch.

All competitors who have been beaten by the winner shall be entitled to compete for second place, and all who have been beaten by the winners of either first or second place shall be entitled to compete for third place.

The individual tug-of-war shall also be governed by the team rules, and the contestants must pull from the first cleat from the clamp.

RULE XXVIII.

SWIMMING.

SECTION 1. Officials shall consist of one Referee, three Judges at the Finish, three Timekeepers, one Starter, one Clerk of the Course with assistants, if necessary.

SEC. 2. Duties and powers of these officials shall be the same as is prescribed for them in the foregoing Rules.

SEC. 3. In the 100 yards Swimming Race each competitor shall stand with one or both feet on the starting line, and when the signal is given, shall plunge. Stepping back, either before or after the signal, will not be allowed.

SEC. 4. The start for longer races shall be the same as the 100 yards, except that competitors may start in the water (tread-water start) from an imaginary line.

SEC. 5. Each competitor shall keep a straight course, parallel with the courses of the other competitors, from the starting station to the opposite point in the finish line. Competitors will be started ten feet apart, and each one is entitled to a straight lane of water, ten feet wide, from start to finish. Any contestant who, when out of his own water, shall touch another competitor, is liable to disqualification from that event, subject to the discretion of the Referee.

SEC. 6. Each competitor shall have finished the race when any part of his person reaches the finish line.

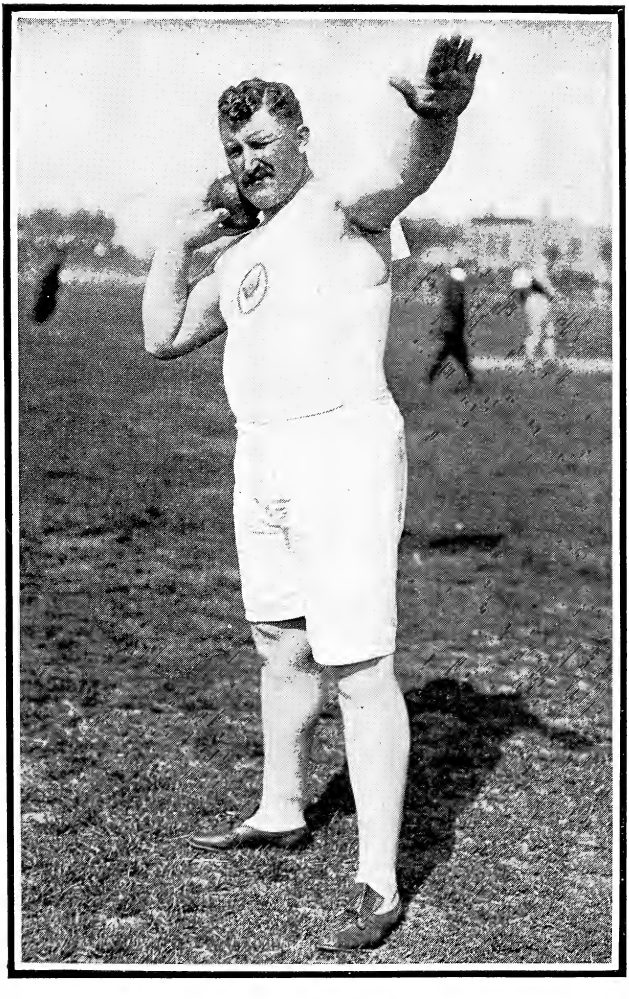
SEC. 7. In all handicap competitions a check starter shall be appointed, whose duty it shall be to see that no contestant starts before his proper time. He shall report any violation of this rule to the referee, who shall disqualify such competitor, should his finish affect the result of the race.

RULE XXIX.

All organizations who have received sanction for any contest where prizes are offered on entry blanks, shall be required to send to the local registration committee, before the date of the games, a copy of their entry blank, and

must state the value of the prizes to be given for each event.

After November 19th, 1900, no sanction will be given to any organization which shall fail to give prizes as stated on their entry blanks, and from the same date, with every sanction granted, shall be sent a copy of Section 6, Article XI., of the Constitution and this rule.



PAT M'DONALD.
Olympic Champion Weight Putter.

BOWLING.

TEN PINS.

The game to be played shall be the American Ten Frame Game.

Rule 1.—In all games to be played a line shall be drawn sixty feet from the head or front pin.

Rule 2.—No balls shall be used exceeding twenty-seven inches in circumference, and the dead wood must be removed from the alley after each ball. Should a pin fall in removing the dead wood, it must be respotted.

Rule 3.—A regulation pin must be used in match playing. Each pin, except the king pin, to be not over fifteen inches in circumference at the thickest part, and from fifteen to sixteen inches in length.

Rule 4.—No lofting or throwing of balls upon the alley will be allowed; the balls must be rolled. Such balls will be considered foul at the discretion of the umpire.

Rule 5.—In playing, two alleys shall be used; two players to play at a time, and to change alleys every frame. The game shall consist of ten frames on each side. All strikes and spares made in the ten frames shall be completed before leaving the alley, and on the same alley as made. Should there be a tie at any single game, play shall continue until a majority of points upon an equal number of frames shall be attained, which shall conclude the game.

Rule 6.—Five men shall constitute a full team, and may be either active or honorary members, in good standing in the club they represent, thirty days prior to the beginning of such tournament.

Rule 7.—In all cases of disputes and differences, the decision of the umpire shall be final. He shall, after each game, and before leaving the alley, declare the winning club.

Rule 8.—A player must not step on or over the line in delivering his ball nor after it has been delivered, nor allow any part of his body to touch on or beyond the line. Any ball so delivered shall be deemed foul, and the pins made on such balls, if any, shall be respotted. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the back cushion, the pins, if any, made on such balls, shall not count, but must be respotted. All such balls to count as balls rolled.

Rule 9.—Any club that shall be detected in tampering with the person setting up the pins, or by any unfair means seeking to win a victory, shall, on proof of the same, forfeit their rights in all games played by them.

Rule 10.—Each person or club shall play one game with every other person or club in the tournament. The club winning the greatest number of games shall be entitled to the match.

Rule 11.—Should there be a tie between two or more contestants, such tie or ties shall be played off according to these rules on such alley and at such date as may be agreed upon.

NINE PINS.—HEAD PIN OUT.

Rule 1.—The pins are placed on all spots, except head spot.

Rule 2.—The player is entitled to three balls of any style in each inning, if requisite.

Rule 3.—One pin of the nine must be left standing—no more or no less, or the inning goes for naught.

Rule 4.—There are no penalties attached, nor is the dead wood removed.

Rule 5.—Ten innings constitute a game.

Rule 6.—Ten points are the maximum.

COCKED HAT.

This game is played with only the head and two lower corner pins set up on the alley.

Any style of ball within the regulation size (27 inches in circumference) can be bowled, but the smallest balls, or what are termed "Pony" balls, are generally used. They must be rolled, not thrown.

The rules of American Ten Pins govern the game, strikes and spares counting in the same ratio as if the ten pins were set up. If a bowler bowls down the three pins with his first ball, it is a strike, and is marked on the board in

the same manner as in the parent game. Whatever the bowler scores with his next two balls is placed to his credit on the inning the strike was made in; for instance, if the bowler bowls down two pins with his next two balls, 2 is added to the 3 made by the strike, making 5 in all. Spares also possess the same value as in the parent game; in fact, the game is played precisely like American Ten Pins, excepting poodles, or balls rolled down the gutter, go for naught, and the dead wood is allowed to remain. The maximum is 90.

HEAD PIN BOWLING.

(GOVERNING THE CONTEST FOR THE POLICE GAZETTE $500.00 BOWLING TROPHY.)

Each man allowed six balls and also to have three trials.
Ten pins to be set up.
The ball must hit the head pin to score.
Each pin down counts one point.
Possible number of points, 60.

BILLIARDS

THREE-BALL CAROMS.

The Three-ball Carom Game is played with three balls, two white and one red. The billiard table has *three* spots in a line, dividing the table lengthwise, running from the centre of the head cushion to the centre of the foot cushion. One of those spots, cutting the line in two equal parts, is called the centre spot, and the other two are situated halfway between the centre spot and the head and foot cushions.

The spot at the head of the table is called the white spot, and the one at the foot of the table red spot. The centre spot is only used when a ball forced off the table finds both red and white spots occupied. Therefore, should the white ball when forced off the table have its spot occupied, it would be placed on the red spot, or on the white spot if it be the red ball that is forced off the table.

In beginning the game, the red ball and one white are placed on the respective spots; the other white remains in hand, and is placed near the white spot previous to the opening stroke of the game.

The player can take any position within six inches of the white spot on a line parallel, or nearly parallel, with the head cushion, but he must strike the red ball first before a count can be effected.

In playing the game the following rules should be observed:

1.—The game is begun by stringing for lead, the player who brings his ball nearest to the cushion at the head of the table winning the choice of balls, and the right to play first, as in the American game. Should the player fail to count, his opponent then makes the next play, aiming at will at either ball on the table.

2.—A carom consists in hitting both object-balls with cue-ball in a fair and unobjectionable way. Each will count one for the player. A penalty of one shall also be counted against the player for every miss occurring during the game.

3. A ball forced off the table is put back on its proper spot. Should the player's ball jump off the table after counting, the count is good; the ball is spotted, and the player plays from the spot.

4.—If, in playing a shot, the cue is not withdrawn from the cue-ball before the cue ball comes in contact with the object ball, the shot is foul, the player loses his count, and his hand is out.

5.—If the balls are disturbed accidentally, through the medium of any agency other than the player himself, they must be replaced by the referee, and the player allowed to proceed.

6.—If, in the act of playing, the player disturbs any ball other than his own, he cannot make a counting stroke, but he may play for safety. Should he disturb a ball after having played successfully, he loses his count on that shot, his hand is out, and the ball so disturbed is by the referee placed back as nearly as possible in the position which it formerly occupied on the table, the other balls remaining where they stop.

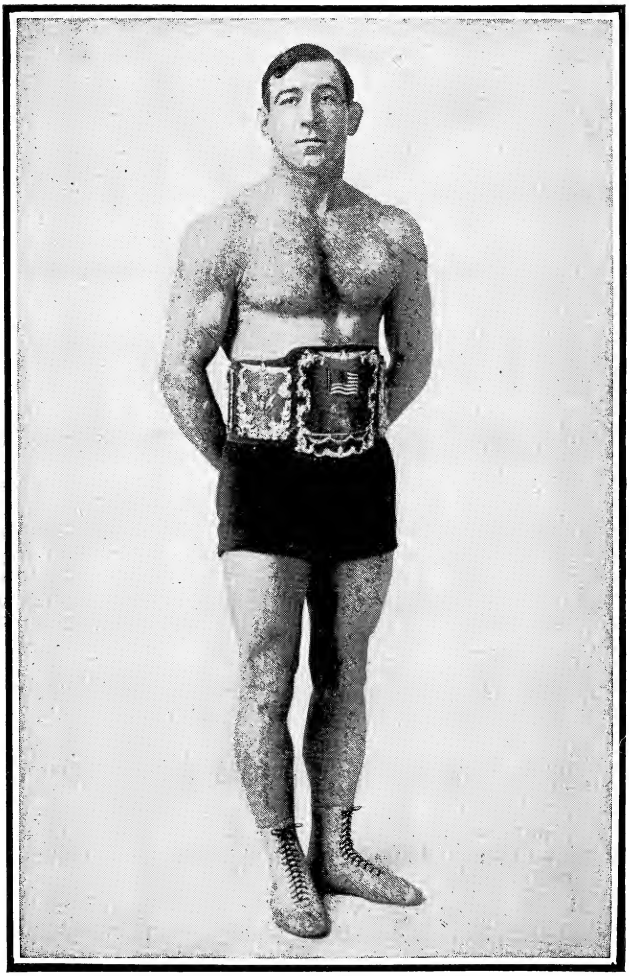
7.—Should a player touch his own ball with the cue, or otherwise, previous to playing, it is foul, and counts one for his opponent, and the player cannot play for safety. It sometimes happens that the player, after having touched his ball, gives a second stroke; then the balls remain where they stop, or are by the referee replaced as nearly as possible in their former positions, at the option of the opponent.

8.—When the cue-ball is very near another, the player shall not play without warning his adversary that they do not touch, and giving him sufficient time to satisfy himself on that point.

9.—When the cue-ball is in contact with another, the balls are spotted, and the player plays with his ball in hand.

10.—Playing with the wrong ball is foul. However, should the player using the wrong ball play more than one shot with it, he shall be entitled to his score just the same as if he had played with his own ball. As soon as his hand is out, the white balls must change places, and the game proceed as usual.

11.—In all the games for the championship trophy the crotch is barred. The object balls shall be considered crotched whenever the centres of both lie within a 4½ inch square at either corner of the table. When the object balls are so within said square, three counts will only be allowed,



JOE TURNER.
"Police Gazette" Champion Middleweight Wrestler.

except one of the object balls, or both, be forced out of it. In case of failure by the player his hand is out, and the next player goes on to play with the balls in position as left by last player.

12.—In this game no player is allowed to withdraw before the game is out; by so doing he forfeits the game. The decision of the referee is final, but it might happen under extraordinary circumstances, that one of the players should believe his rights to have been violated by the referee; in such a case he must declare the subject of his grievance, and announce that he is playing the game out under protest. Then, should he lose the game, the subject of the grievance is left to the decision of experts mutually agreed upon.

13.—All touches, *i. e.,* the sleeve, hands, any part of the body, the point of the cue twice, shall be deemed a foul, and the striker to discontinue his play. It shall be the duty of the referee to carefully watch each stroke, and to decide no shots, fair or foul, except when appealed to.

FOUR-BALL CAROMS.

The Four-ball Carom Game is played with two red and two white balls. A carom counts 1, whether effected upon a red and white ball or upon two red balls.

The deep-red ball is spotted on the red ball spot at the foot of the table; the light red ball is spotted on the white ball or string spot; and the two white balls are in hand.

The player winning the opening bank may either lead or require his opponent to do so. The player leading plays his cue ball beyond the deep red to any point at the foot of the table; and the next player on his opening stroke, playing from any point within the string, must first strike the white ball in order to effect a carom, but on any other stroke, except when the cue ball is in hand, may play on either ball first.

Should he, on the leading stroke, fail to hit the white ball first, or fail to hit it at all, his opponent counts one point.

A stroke made while a red ball is off the table, provided its spot is unoccupied, is foul.

A touch of a cue ball is a shot. If, while the balls are at rest, a player touches or disturbs any ball on the table, it is foul.

If, when the player's ball is in hand, he does not cause it to pass outside the string before touching any of the object balls or cushion, the stroke is foul, and his opponent may choose whether he will play with the balls as they are, have them replaced in their original positions, or cause the stroke to be played over.

In all other particulars the Four-ball Carom Game is governed by the rules of the Three-ball Carom Game.

Playing directly at a ball that is considered in the "string," is not foul, provided the cue-ball pass wholly beyond the "string" line before coming in contact.

CUSHION CAROMS.

A cushion carom is, as the name implies, when the cushion is struck by the cue-ball at *any time* before *effecting a carom,* either by striking the cushion before an object-ball, or by taking a cushion after contact with the latter ball.

A ball frozen to a cushion must be played at or away from that cushion to secure a carom. A doubt in the fairness of the stroke must be decided against the striker. A direct carom on balls, from a ball frozen to a cushion, is foul.

The making of a *direct* carom first, and then, afterwards, a carom by cushion on *either* ball, must be counted a fair cushion-carom.

A doubtful stroke, calling for a "close decision," must be given in favor of the doubt and against the striker, *i. e.,* when it is difficult to say whether the cue-ball has struck a cushion before or after contact with the *carom-ball.*

The rules of the Three-ball Carom Game govern cushion caroms except where they conflict with rules herein.

FOUR-BALL POCKET GAME.

The Four-ball Pocket Game is rarely played. The counts are as follows:

Pocketing a red ball, 3; caroming on the red balls, 3; pocketing an opponent's ball, 2; caroming on red and white balls, 2.

Subsequently all caroms were of equal value and counted 1 each.

The penalties and forfeitures were as follows:

A miss, 1; pocketing the cue-ball after contact with a red ball, 3; pocketing the cue-ball after contact with a white ball, 2; pocketing the cue-ball without hitting any object ball, 3; jumping the cue-ball off the table after contact with a red ball, 3; jumping the cue-ball off the table after contact with a white ball, 2.

The "push" shot is barred.

BROAD SWORD.

Rule 1.—The sword shall be thirty-four inches long, have a flat blade three-quarters of an inch broad at hilt and half an inch at point, and be unattached to the hand or wrist.

Rule 2.—All cuts must be made with the edge of the blade upon any protected part of the body above the waist. No cuts with the flat of the blade allowed.

Rule 3.—A cut must be followed by a pause if the cut has been successful.

Rule 4.—Where two cuts are delivered at the same time, the count belongs to the competitor who is extended; if both are extended neither counts.

Rule 5.—A disarm counts one point; if the sword is lost while making attack and hitting the opponent, the count is not lost.

Rule 6.—Neither of the competitors must in any case allow his hands to come in violent contact with his opponent's body.

Rule 7.—The number of points shall not be less than five or more than ten, to be decided by the judges or referee. The competitor first making the full number of points shall win.

BOXING.

REVISED QUEENSBERRY RULES.

Rule 1.—The ring shall be roped, and 24 feet square.

2.—Competitors to box in light boots or shoes (without spikes), or in socks, with knickerbockers, breeches or trousers, and wear jerseys.

3.—The result shall be decided by two judges, with a referee, or by a referee only.

4.—The number of rounds to be contested shall be three. The duration of the first two rounds shall be three minutes, and of the final round four minutes, and the interval between each round shall be one minute.

5.—Any competitor failing to come up when "Time" is called, shall lose the bout.

6.—Where a competitor draws a bye, he shall be bound to spar such bye for the specified time, and with such opponent as the judges or referee may approve.

7.—Each competitor shall be entitled to the assistance of one attendant only, and no advice or coaching shall be given to any competitor by his second, or by any other person during the progress of any round.

8.—The referee shall have power to give his casting vote when the judges disagree, or to stop the contest in either the second or third round in the event of it being very one-sided; and he can further order a fourth round, limited to two minutes, in the event of the judges disagreeing.

9.—That the decision of the judges or referee, as the case may be, shall be final, and without appeal.

10.—The referee may, after cautioning the offender, disqualify a competitor who is boxing unfairly by flicking or hitting with the open glove, by hitting with the inside or butt of the hand, the wrist or elbow, or by wrestling, or roughing at the ropes.

11.—In the event of any questions arising not provided for in these rules, the referee to have full power to decide such question, and his decision to be final.

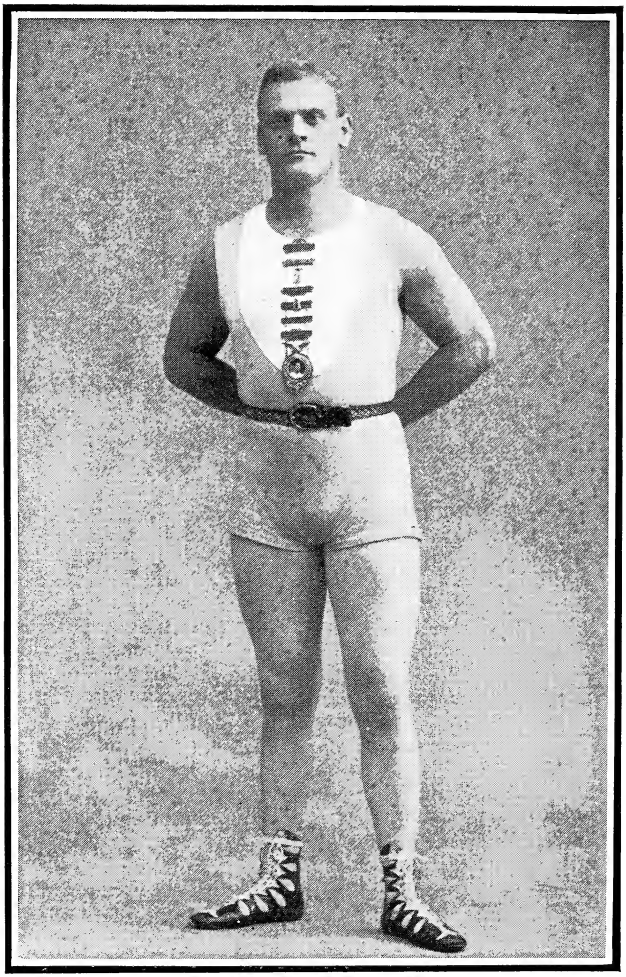
LONDON PRIZE-RING RULES.

Rule 1.—That the ring shall be made on turf, and shall be four-and-twenty feet square, formed of eight stakes and ropes, the latter extending in double lines, the uppermost line being four feet from the ground, and the lower two feet from the ground. That in the centre of the ring a mark be formed, to be termed a "Scratch."

2.—That each man shall be attended to the ring by two seconds and a bottle-holder. That the combatants, on shaking hands, shall retire until the seconds of each have tossed for choice of position, which adjusted, the winner shall choose his corner according to the state of the wind or sun, and conduct his man thereto; the loser taking the opposite diagonal corner.

3.—That each man shall be provided with a handkerchief of a color suitable to his own fancy, and that the seconds shall entwine these handkerchiefs at the upper end of one of the centre stakes. That these handkerchiefs shall be called "colors," and that the winner of the battle at its conclusion shall be entitled to their possession as the trophy of victory.

4.—That two umpires shall be chosen by the seconds or backers to watch the progress of the battle, and take exception to any breach of the rules hereafter stated. That a referee shall be chosen by the umpires, unless otherwise agreed on, to whom all disputes shall be referred; and that the decision of this referee, whatever it may be, shall be final and strictly binding on all parties, whether as to the matter in dispute or the issue of the battle. That this official shall receive out of the stakes a sum of 5 per cent. for officiating, such sum to be deducted by the stakeholder either from the amount of the winnings in the case of a win, or in equitable proportions from each stake in the event of a draw. No payment to be made in the event of a forfeit or of the referee not being called upon to act. That the umpires shall be provided with a watch for the purpose of calling time; and that they mutually agree upon which this duty shall devolve, the call of that umpire only to be attended to, and no other person whatever, except the referee when appealed to, shall interfere in calling time. That the referee shall withhold all opinion till appealed to by the umpires, and that the umpires strictly abide by his decision without dispute.



WARREN TRAVIS.
"Police Gazette" Champion Strong Man.

5.—That on the men being stripped, it shall be the duty of the seconds to examine their drawers, and if any objection arises as to insertion of improper substances therein, they shall appeal to their umpires, who, with the concurrence of the referee, shall direct what alterations shall be made.

6.—That the spikes in the fighting boots shall be confined to three in number, which shall not exceed three-eighths of an inch from the sole of the boot, and shall not be less than one-eighth of an inch broad at the point; two to be placed in the broadest part of the sole and one in the heel; and that in the event of a man wearing any other spikes either in the toes or elsewhere, he shall be compelled either to remove them or provide other boots properly spiked, the penalty for refusal to be a loss of the stakes.

7.—That both men being ready, each shall be conducted to that side of the scratch next his corner previously chosen; and the seconds on the one side, and the men on the other, having shaken hands, the former shall immediately leave the ring, and there remain till the round be finished, on no pretense whatever approaching their principals during the round, without permission from the referee. The penalty to be the loss of the battle to the offending parties.

8.—That at the conclusion of the round, when one or both of the men shall be down, the seconds shall step into the ring and carry or conduct their principal to his corner, there affording him the necessary assistance, and that no person whatever be permitted to interfere in his duty.

9.—That on the expiration of thirty seconds the umpire appointed shall cry "Time," upon which each man shall rise from the knee of his second and walk to his own side of the scratch unaided; the seconds immediately leaving the ring. The penalty for either of them remaining eight seconds after the call of time to be the loss of the battle to his principal; and that either man failing to be at the scratch within eight seconds shall be deemed to have lost the battle.

10.—That on no consideration whatever shall any person, except the seconds or the referee, be permitted to enter the ring during the battle, nor till it shall have been concluded; and that in the event of such unfair practice, or the ropes or stakes being disturbed or removed, it shall

be in the power of the referee to award the victory to that man who, in his honest opinion, shall have the best of the contest.

11.—That the seconds shall not interfere, advise, or direct the adversary of their principal, and shall refrain from all offensive and irritating expressions, in all respects conducting themselves with order and decorum, and confine themselves to the diligent and careful discharge of their duties to their principals.

12.—That in picking up their men, should the seconds willfully injure the antagonist of their principal, the latter shall be deemed to have forfeited the battle on the decision of the referee.

13.—That it shall be a fair "stand up fight," and if either man shall willfully throw himself down without receiving a blow, *whether blows shall have previously been exchanged or not,* he shall be deemed to have lost the battle; but that this rule shall not apply to a man who in a close slips down from the grasp of his opponent to avoid punishment, or from obvious accident or weakness.

14.—That butting with the head shall be deemed foul, and the party resorting to this practice shall be deemed to have lost the battle.

15.—That a blow struck when a man is thrown or down shall be deemed foul. That a man with one knee and one hand on the ground, or with both knees on the ground, shall be deemed down; and a blow given in either of those positions shall be considered foul, providing always that, when in such position, the man so down shall not himself strike or attempt to strike.

16.—That a blow struck below the waistband shall be deemed foul, and that, in a close, seizing an antagonist below the waist, by the thigh, or otherwise, shall be deemed foul.

17.—That all attempts to inflict injury by gouging, or tearing the flesh with the fingers or nails, and biting, shall be deemed foul.

18.—That kicking, or deliberately falling on an antagonist with the knees or otherwise when down, shall be deemed foul.

19.—That all bets shall be paid as the battle money, after a fight, is awarded.

20.—The referee and umpires shall take their positions in front of the center stake, outside the ropes.

21.—That due notice shall be given by the stakeholder of the day and place where the battle money is to be given up, and that he be exonerated from all responsibility upon obeying the direction of the referee; that all parties be strictly bound by these rules; and that in future all articles of agreement for a contest be entered into with a strict and willing adherence to the letter and spirit of these rules.

22.—That in the event of magisterial or other interference, or in case of darkness coming on, the referee (or stakeholder, in case no referee has been chosen) shall have the power to name the time and place for the next meeting, if possible on the same day, or as soon after as may be. In naming the second or third place, the nearest spot shall be selected to the original place of fighting where there is a chance of its being fought out.

23.—That should the fight not be decided on the day all bets shall be drawn, unless the fight shall be resumed the same week, between Sunday and Sunday, in which case the referee's duties shall continue, and the bets shall stand and be decided by the event. The battle money shall remain in the hands of the stakeholder until fairly won or lost by a fight, unless a draw be mutually agreed upon, or, in case of a postponement, one of the principals shall be absent, when the man in the ring shall be awarded the stakes.

24.—That any pugilist voluntarily quitting the ring, previous to the deliberate judgment of the referee being obtained, shall be deemed to have lost the fight.

25.—That on an objection being made by the seconds or umpire the men shall retire to their corners, and there remain until the decision of the appointed authorities shall be obtained; that if pronounced "foul," the battle shall be at an end; but if "fair," "time" shall be called by the party appointed, and the man absent from the scratch in eight seconds after shall be deemed to have lost the fight. The decision in all cases to be given promptly and irrevocably, for which purpose the umpires and the referee should be invariably close together.

26.—That if a man leaves the ring, either to escape punishment or for any other purpose, without the permission of the referee, unless he is involuntarily forced out, shall forfeit the battle.

27.—That the use of hard substances, such as stones, or

sticks, or of resin in the hand during the battle, shall be deemed foul, and that on the requisition of the seconds of either man the accused shall open his hands for the examination of the referee.

28.—That hugging on the ropes shall be deemed foul. That a man held by the neck against the stakes, or upon or against the ropes, shall be considered down, and all interference with him in that position shall be foul. That if a man in any way makes use of the ropes or stakes to aid him in squeezing his adversary, he shall be deemed the loser of the battle; and that if a man in a close reaches the ground with his knees, his adversary shall immediately loose him or lose the battle.

29.—That all glove or room fights be as nearly as possible in conformity with the foregoing rules.

AMATEUR ATHLETIC UNION RULES.

1.—In all open competitions the ring shall not be less than 16 feet or more than 24 feet square, and shall be formed of 8 stakes and ropes, the latter extending in double lines, the uppermost line four feet from the floor and the lower line two feet from the floor.

2.—Competitors to box in regulation athletic costume, in shoes without spikes, or in socks, and to use boxing gloves of not more than 8 ounces in weight.

3.—Weights to be: Bantam, 105 lbs. and under; Feather, 115 lbs. and under; Light, 135 lbs. and under; Middle, 158 lbs. and under; Heavy Weight, 158 lbs. and over.

4.—Any athlete who weighs in and then fails to compete, without an excuse satisfactory to the Games Committee, shall be suspended for six months.

5.—In all open competitions the result shall be decided by two judges with a referee. A timekeeper shall be appointed.

6.—In all competitions the number of rounds to be contested shall be three. The duration of rounds in the trial bout shall be limited to three minutes each. In the "finals," the first two rounds will be three minutes each, and the final round four minutes. The interval between each round shall be one minute.

7.—In all competitions, any competitor failing to come up when time is called, shall lose the bout.

8.—Immediately before the competition each competitor shall draw his number and compete as follows: To have

a preliminary round of as many contests as the total number of contestants exceeds 2, 4, 8, 16 or 32, and drop the losers. This leaves in 2, 4, 8, 16 or 32 contestants, and the rounds then proceed regularly with no byes or uneven contests.

9.—Each competitor shall be entitled to the assistance of one second only, and no advice or coaching shall be given to any competitor by his second, or by any other person during the progress of any round.

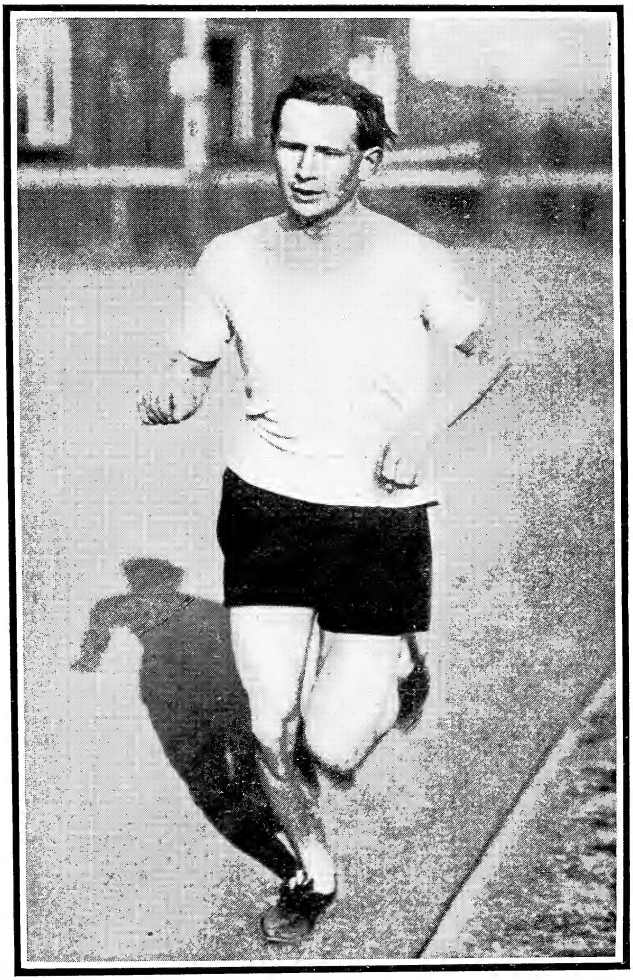
10.—The manner of judging shall be as follows: The two judges and referee shall be stationed apart. At the end of each bout, each judge shall write the name of the competitor who in his opinion has won, and shall hand the same to the announcer (or master of ceremonies). In case the judges agree, the master of ceremonies shall announce the name of the winner, but in cases where the judges disagree, the master of ceremonies shall so inform the referee, who shall thereupon himself decide.

11.—The referee shall have power to give his casting vote when the judges disagree to caution or disqualify a competitor for infringing rules, or to stop a round in the event of either man being knocked down, providing that the stopping of either of the first two rounds shall not disqualify any competitor from competing in the final round to decide the competition in the event of either man showing so marked a superiority over the other that a continuation of the contest would serve only to show the loser's ability to take punishment. And the referee can order a further round, limited to two minutes, in the event of the judges disagreeing.

12.—The decision of the judges or referee, as the case may be, shall be final.

13.—In all competitions the decision shall be given in favor of the competitor who displays the best style, and obtains the greatest number of points. The points shall be: For attack, direct clean hits with the *knuckles* of either hand, on any part of the front or sides of the head, or body above the belt; defense, guarding, slipping, ducking, counter-hitting or getting away. Where points are otherwise equal, consideration to be given the man who does most of the leading off.

14.—The referee may disqualify a competitor who is boxing unfairly, by flicking or hitting with the open glove, by hitting with the inside or butt of the hand, the wrist



HANNES KOHLEMAINEN.
The World's Greatest Runner.

or elbow, hitting or catching hold below the waist, or hitting when down (one knee and one hand or both knees on the floor), butting with the head or shoulder, wrestling or roughing at the ropes, using offensive and scurrilous language, or not obeying the orders of the referee.

15.—All competitors who have been beaten by the winner shall be entitled to compete for second place, and all who have been beaten by the winners of either first or second place shall be entitled to compete for third place.

16.—Any athlete who competes in a boxing contest of more than four rounds shall be suspended for such stated period as may be determined by the Board of Managers of the association of the A. A. U. in whose territory the offense was committed.

17.—In the event of any question arising not provided for in these rules, the referee to have full power to decide such question or interpretation of rule.

CLUB SWINGING RULES.

Rule 1.—Club swinging consists of time, style and execution.

Rule 2.—Each movement must have a complete circle.

Rule 3.—Clubs not to exceed twenty-six inches in length and weight to be optional.

Rule 4.—Striking the clubs together, changing the grip, dropping them or letting them fall is a foul and will be disqualified.

Rule 5.—The weight of the clubs to have nothing to do with the match unless a certain weight be agreed upon by both parties.

Rule 6.—Should a contestant be unable to swing on the night of the match on account of sickness, the said match may be postponed and neither claim a forfeit.

Rule 7.—Contestants making half circles or repeating movements after doing six revolutions to a movement will be counted against him.

Rule 8.—Short arm club swinging evolutions are positively not allowed and foul.

Rule 9.—Club juggling not to be recognized as legitimate swinging.

Rule 10.—The judges to have clear understanding before they name the winner. In case of judges disagreeing, the referee is to decide and the decision of the referee is final.

COCK FIGHTING.—Standard Rules.

Rule 1.—The *Police Gazette* Revised Cock-fighting Rules shall govern all mains fought in the Northern or Middle States, viz.: Maine, New Hampshire, Vermont, Massachusetts, Rhode Island, Connecticut, New York, New Jersey, Pennsylvania, Delaware, Maryland and the District of Columbia.

Rule 2.—The pit shall be a circular one, at least eighteen feet in diameter, and not less than sixteen in height, the floor of which shall be covered with carpet, or some other suitable material. There shall be a chalk or other mark made as near as can be to the centre of the pit; also, two outer marks, one foot each way from the centre mark.

Rule 3.—The pitters shall choose a judge, who shall decide all matters in dispute during the pendency of a fight, and whose decision shall be final.

Rule 4.—Heels 1¼ in. that are round from the socket to the point, are allowed to be fair. Any pitter bringing a cock in the pit with any other kind of heels, except by particular agreement, forfeits the battle.

Rule 5.—All cocks shall be heeled in the pit, and not taken out of it until the battle is decided and the winning cock weighed by the judge. The pitters, before heeling, shall declare the weights and the terms of the match, and all bets made (afterward) cannot be declared off unless by consent of both parties. All bets to go according to the main bet.

Rule 6.—Chickens shall take their age from the first day of March, and shall be chickens during the following fighting season, to wit: from the first day of March, 1884, to the first day of June, 1885.

Rule 7.—It shall be deemed foul for either pitter to pit a cock with what is termed a foul hackle, that is, any of the shining feathers left whole upon the mane or neck; or, if either cock should be trimmed with a close, unfair hack. The judge shall direct the others to cut in the same manner, and at the time shall warn the pitter that if he bring another cock in the pit in the like situation he shall forfeit the battle.

Rule 8.—The pitters shall let each cock bill each other three or more times, but this is not to be so construed that the pitter of a cock shall have a right to bill each with his opponent's cock for the purpose of fatiguing him.

Rule 9.—No pitter shall be permitted to handle his cock after he is fairly delivered in the pit, unless he counts ten clear and distinct without either cock making fight, or shall be fast in his adversary, or fast in the carpet, or hung in the web of the pit, or in himself, or if on his back, the pitter shall turn him on his belly, but not take him off the floor.

Rule 10.—Whenever a cock is fast in his adversary, the pitter of the cock, when the spurs are fast in, shall draw them out, but the pitter of a cock has no right to draw his own spurs except when fast in himself, or in the carpet, or in the web of the pit.

Rule 11.—No pitter, after the cocks have been delivered in the pit, shall be permitted to clean their beaks or eyes, by blowing or otherwise, or squeezing their cock, or to press them against the floor or in the hands, or to hover or press on them so as to retard them striking during the pendency of a fight.

Rule 12.—When either pitter shall have counted ten tens successively without the cock refusing fight making fight again, breasting them fair on their feet, *breast to breast* and *beak to beak* on the centre mark, on the fifth ten being told and also on the ninth ten being told, shall have won the fight; the pitters are bound to tell each ten as they count them, as follows—once, twice, etc.

Rule 13.—When a cock is pounded, and no person takes it until the pitter counts twenty twice, and calls three times, "Who takes it?" and no person takes it, it is a battle to the cock the odds are upon; but the pitter of the pounded cock may demand the pound to be put up in the judge's hands—that is, $20 to $1. Should this not be done, then the pitter will go on as though there were no poundage.

Rule 14.—If a cock is pounded, and the poundage taken, and if the cock the odds are laid against should get up and knock down his adversary, then if the other cock is pounded and the poundage not taken before the pitter counts twenty twice, and calls out three times, "Who takes it?" he wins; although there was a poundage before.

Rule 15.—It shall be the duty of the respective pitters to deliver their cocks fair on their feet, on the outer mark,

facing each other, and in a standing position, except on the fifth ten being told, and also on the ninth ten being told, when they shall be placed on the centre mark, *breast to breast* and *beak to beak* in like manner. Any pitter being guilty of shoving his cock across the score, or of pinching him, or using any unfair means for the purpose of making his cock fight, shall lose the fight.

Rule 16.—If both cocks refuse, or if they should both fight together, and then both refuse, it is a drawn battle. In such a case the pitter counting, counts for both.

Rule 17.—If a cock should die before he is counted out, if he fought last, he wins the battle.

Rule 18.—The crowing or the raising of the hackle of a cock is not fight, nor in fighting at the pitter's hands. A breaking cock is a fighting cock, but a cock breaking from his adversary is not fight.

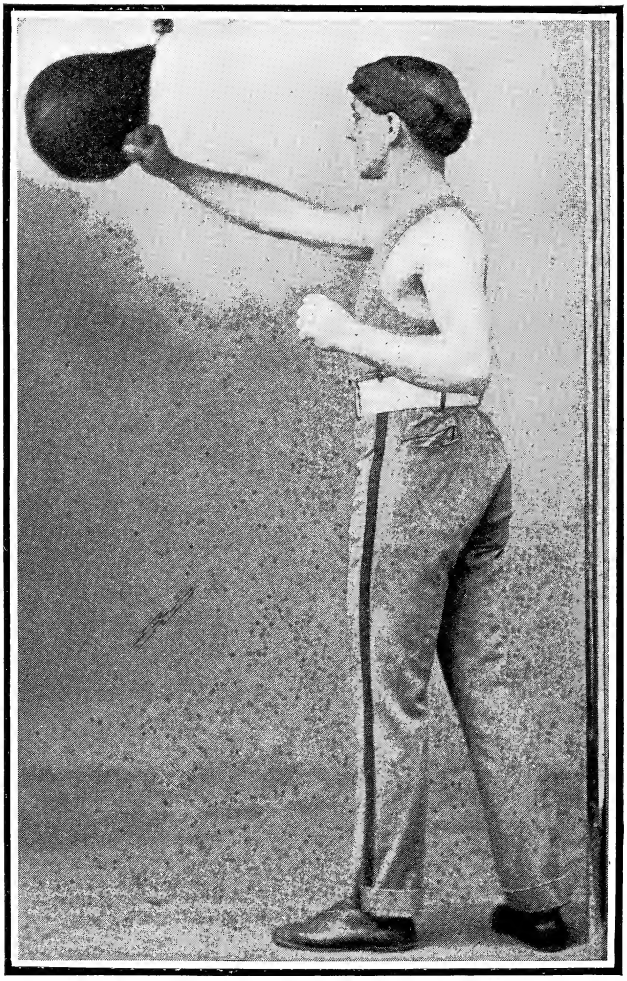
Rule 19.—If any dispute arises between the pitters during the pendency of a fight, the cocks are not to be taken out of the pit, nor their gaffs taken off until it is decided by the judge, which should be done promptly; and the pitter refusing, if ordered to renew the fight, shall lose the battle.

Rule 20.—Each cock within two ounces of each other shall be a match, except blinkers, when fighting against two-eyed cocks, an allowance of four ounces will be made. When blinkers are matched against each other, the same rule to apply as to two-eyed cocks.

Rule 21.—Any person fighting a cock heavier than he is represented on the match list, shall lose the fight, although he may have won—but all outside bets are off.

Rule 22.—The greasing or soaping a cock or any other external application, or the filling of the heels, are unfair practices, and the pitter so offending shall lose the battle, and shall forfeit all right to handle in this pit—and all outside bets are off.

[For detailed information as to cock fighting and training, together with the rules for the different sections of the country get the "Cocker's Guide," published by Richard K. Fox; price, 25 cents.]



HARRY SEEBACK.
"Police Gazette" Champion Bag Puncher.

DOG FIGHTING.

Rule 1.—To be a fair scratch in turn fight.

Rule 2.—Both dogs to be tasted before and after fighting if required.

Rule 3.—Both dogs to be shown fair to the scratch.

Rule 4.—Both seconds to deliver the dogs fair from the corner and not to push or shove his dog, nor follow him until the dogs get into fighting distance of each other.

Rule 5.—The timekeeper to be chosen in the pit before fighting. Half minute time to be allowed between every fair go away that is a fair turn when a dog turns his head and his four legs. Twenty-five seconds allowed for sponging, and at the expiration of that time the timekeeper shall call, "Make ready, let go," and the dog refusing or stopping on his way, to be the loser.

Rule 6.—Should either second pick up his dog in holt while taking a turn, he must put him down immediately when called on to do so by order of the judges or referee.

Rule 7.—Should anything pernicious or otherwise foul mixture be found on either dog before or after fighting in the pit, the backers of the dog so found shall forfeit, and the person or persons holding the battle money shall give up immediately when called on to do so.

Rule 8.—Two umpires and a referee to be chosen in the pit before fighting. In case the umpires should not agree, the decision of the referee to be final.

Rule 9.—Either dog exceeding the stipulated weight at the time appointed for weighing shall forfeit the money deposited.

Rule 10.—No dog to scratch to a dead dog; when one dog is dead, the living dog is the winner of the battle.

Rule 11.—Both dogs shall be washed in the same tub and water, with soda or any other substance that will not injure either dog.

Rule 12.—Should either dog get fanged during the fight, the handler of the dog so found shall make it known to the referee, and the privilege will be given to unfang the dog or dogs in a satisfactory manner.

[For full information as to the training and care of fighting and other dogs, see "The Dog Pit; How to Train," published by Richard K. Fox.]

Rule 13.—After the dog or dogs are unfanged, it will be the duty of the timekeeper to give half minute time; 25 seconds allowed to get ready, and the dogs to be placed two feet apart and both dogs to be let go at the same time when the half minute is up, and the timekeeper gives the word, "Let go."

Rule 14.—In case of interference, the referee, if one has been appointed, or else the stakeholder, shall appoint the next place of fighting not to exceed 24 hours, if possible, and so on until the battle is decided.

Rule 15.—All deposits be made good at the time appointed, or the declining parties to forfeit.

FOOTBALL RULES.

EQUIPMENT, OFFICIALS, ETC.

Rule 1.—The game shall be played upon a rectangular field, 330 feet in length and 160 feet in width, enclosed by heavy white lines marked in lime upon the ground. The lines at the two ends shall be termed goal lines. The side lines shall extend beyond their points of intersection with the goal line. The goal shall be placed in the middle of each goal line, and shall consist of two upright posts exceeding 20 feet in height and placed 18 feet 6 inches apart, with horizontal crossbar 10 feet from the ground.

The game shall be played by two teams of eleven men each.

The officials of the game shall be a referee, an umpire and two linesmen.

Rule 2.—A Drop kick is made by letting the ball drop from the hands and kicking it the instant it rises from the ground.

A Place kick is made by kicking the ball after it has been placed on the ground.

A Punt is made by letting the ball drop from the hands and kicking it before it touches the ground.

A Kick off is a place kick from the centre of the field of play, and cannot score a goal. (See Rule 8.)

A Kick out is a drop kick, place kick or punt made by a player of the side which has made a safety or a touchback.

A Free kick is a term used to designate any kick when the opponents are restrained by rule from advancing beyond a certain point before the ball is put in play.

Rule 3.—The ball is Out of Bounds when it touches the ground on or outside the side line or side line extended, or when any part of the player who holds the ball touches the ground on or outside the side line or side line extended.

If the ball is kicked so that it goes out of bounds before crossing the opponents' goal line, it shall belong to the opponents at the point where it crossed the side line. If,

however, it strikes any player who is on side and then goes out of bounds, it shall belong to the player who first obtains possession of it.

Rule 4.—A Touchdown is made when the ball in possession of a player is declared dead by the referee, any part of it being on, over or behind the opponents' goal line.

The point where the touchdown is marked, however, is not where the ball is carried across the line, but where the ball is fairly held or called "down."

A Touchback is made when the ball in possession of a player guarding his own goal is declared dead by the referee, any part of it being on, over or behind the goal line, provided the impetus which sent it to or across the line was given by an opponent.

A Safety is made when the ball in the possession of a player guarding his own goal is declared dead by the referee, any part of it being on, over or behind the goal line, provided the impetus which caused it to pass from outside the goal to or behind the goal line was given by the side defending the goal. Such impetus could come: (1) from a kick, pass, snap-back or fumble; (2) from a kick which bounded back from an opponent; (3) in case a player carrying the ball is forced back, provided the ball was not declared dead by the referee before the line was reached or crossed.

A safety is also made when a player of the side in possession of the ball commits a foul which would give the ball to the opponents behind the offender's goal line; also when the ball, kicked by a man behind his goal line, crosses the side line extended behind the goal line.

Rule 5.—A Punt out is a punt made by a player of the side which has made a touchdown to another of his own side for a fair catch. (Rule 7.)

Rule 6.—A Scrimmage takes place when the holder of the ball places it upon the ground and puts it in play by kicking it forward or snapping it back. The scrimmage does not end until the ball is again declared dead.

The ball is always put in play from a scrimmage, except in cases where other specific provision is made by the rules.

If, after the snapper-back has taken his position, he should voluntarily move the ball as if to snap it, whether

he withholds it altogether or only momentarily, the ball is in play, and the scrimmage has begun.

When snapping the ball back, the player so doing must be on side, the hand or foot used in snapping the ball excepted.

Rule 7.—A Fair catch consists in catching the ball after it has been kicked by one of the opponents and before it touches the ground, or in similarly catching a punt-out by another of the catcher's own side, provided the player while making the catch, makes a mark with his heel and takes not more than one step thereafter. It is not a fair catch if the ball after the kick, was touched by another of his side before the catch. Opponents who are off side shall not interfere in any way with a player who has an opportunity to make a fair catch, nor shall he be thrown to the ground after such catch is made unless he has advanced beyond his mark.

If a side obtains a fair catch, the ball must be put in play by a punt, drop kick or place kick, and the opponents cannot come within ten yards of the line on which the fair catch was made; the ball must be kicked from some point directly behind the spot where the catch was made, on a line parallel to the side line.

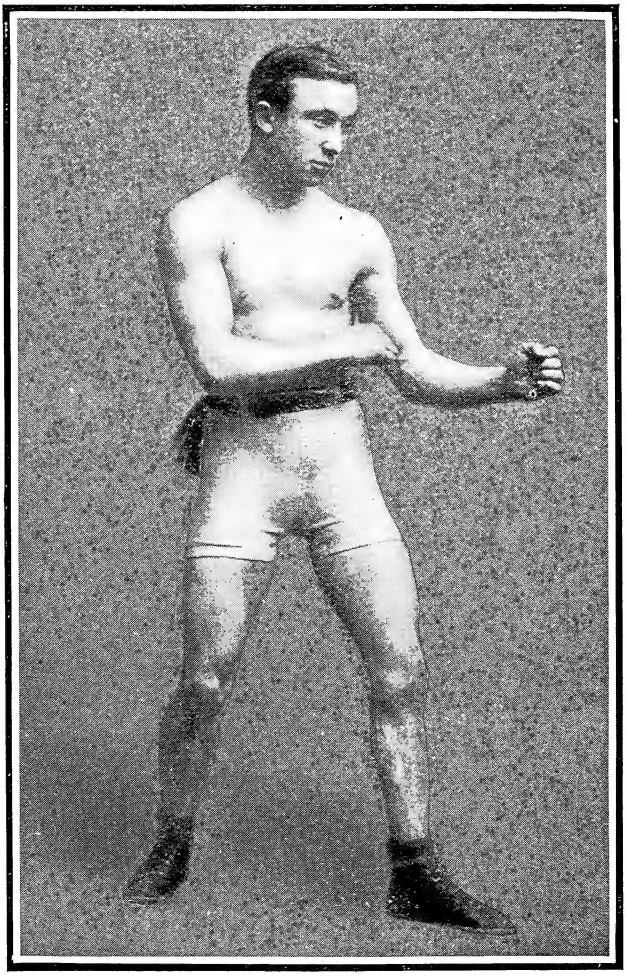
Rule 8.—A Goal is made by kicking the ball in any way, except by a punt from the field of play over the cross-bar of the opponents' goal, or as provided in rules for conversion of touchdown. If the ball passes directly over one of the uprights it counts a goal. NOTE.—If the ball, after being kicked, strikes an opponent and then passes over the cross-bar, it still counts a goal.

Rule 9.—Charging is rushing forward to seize or block the ball or to tackle a player.

Rule 10.—In a scrimmage no part of any player shall be ahead of the ball when it is put in play. (Exception under Rule 6.)

A player is put off side if the ball in play has last been touched by one of his own side behind him. No player, when off side, shall touch the ball except on a fumble or a muff, nor shall he interrupt or obstruct an opponent with his hands or arms until again on side. No player can, however, be called off side behind his own goal line.

A player being off side is put on side when the ball has touched an opponent, or when one of his own side has



JOHNNY COULON.
Champion Bantamweight Boxer.

run in front of him, either with the ball, or having been the last player to touch it when behind him.

The man who, standing back of his own line of scrimmage, receives the ball from one of his own side and then kicks it beyond the line of scrimmage, may not put other men on side by running ahead of them, nor may he himself get the ball until after it has touched a player of the opposing side.

[The reason for this prohibition is in order that there may be no excuse whatever for running into the full-back after he has kicked the ball.]

If the ball, when not in possession of either side, is touched when inside the opponents' ten-yard line by a player who is off side, it shall go as a touchback to the defenders of that goal.

Rule 11.—The ball is dead: Whenever the referee, umpire or linesman blows his whistle or declares a down.

When the referee has declared that a down, touchdown, touchback, safety or goal has been made.

When a fair catch has been heeled.

When it has been downed after going out of bounds.

When the ball goes out of bounds after a kick before touching a player who is on side.

Should the ball strike an official it is not regarded as dead, but play continues exactly as if the ball had not touched him.

No play can be made when the ball is dead, except to put it in play according to rule.

Rule 12.—The length of the game shall be 70 minutes, divided into two halves of 35 minutes each, exclusive of time taken out. There shall be ten minutes intermission between the two halves.

[The game may be of shorter duration by mutual agreement between the captains of the contesting teams.]

Whenever the commencement of a game is so late that in the opinion of the referee, there is any likelihood of the game being interfered with by darkness, he shall, before play begins, arbitrarily shorten the two halves to such length as shall insure two equal halves being completed, and shall notify both captains of the exact time thus set. Either side refusing to abide by the opinion of the referee on this point, shall forfeit the game.

The game shall be decided by the final score at the end of the two halves.

Time shall not be called for the end of a half until the ball is dead, and in case of a touchdown, the try-at-goal shall be allowed.

Time shall be taken out whenever the game is unnecessarily delayed or while the ball is being brought out for a try-at-goal, kick out or kick off, or when play is for any reason suspended by the referee, umpire or linesman. Time shall begin again when the ball is actually put in play.

Time is not to be taken out when the ball goes out of bounds except in case of unreasonable delay in returning the ball to play.

No delay arising from any cause whatsoever shall continue more than two minutes. Any delay thereafter shall be penalized under Rule 27 and Rule 28.

Rule 13.—The captains of the opposing teams shall toss up a coin before the beginning of a game, and the winner of the toss shall have his choice of goal or kick off. The ball shall be kicked off at the beginning of each half, the kick off at the beginning of the second half being made by the side that did not first kick off at the beginning of the game. The teams shall change goals after every try-at-goal following a touchdown, and after every goal from the field, and the side just scored upon shall have the option of kicking off or of having their opponents kick off. At the beginning of the second half the teams shall take opposite goals from those assumed at the beginning of the first half.

At kick off, if the ball goes out of bounds before it is touched by an opponent, it shall be brought back and kicked off again. If it is kicked out of bounds a second time, it shall go as a kick off to the opponents. If either side thus forfeits the ball twice, it shall go to the opponents, who shall put it in play by a scrimmage at the centre of the field.

At kick off, if the ball is kicked across the goal line and is there declared dead when in the possession of one of the side defending the goal, it is a touchback. If the ball is not declared dead, the side defending the goal may run with it or kick it exactly as if it had not crossed the goal line. If it is declared dead thus in possession of the attacking side, it is a touchdown.

At kick off and on a punt or drop kick from a fair catch, the opposite side must stand at least ten yards in front of the ball until it is kicked. On a kick out, the opposite side

cannot stand nearer the goal than the 25-yard line, except on a kick out made after a drop kick upon a first down inside the 25-yard line, when the 10-yard line is the restraining mark. [See Rule 23, exception.]

Rule 14.—The side which has a free kick must be behind the ball when it is kicked.

Otherwise the kick must be made again under conditions laid down in Penalties.

In the case of a kick off, kick out, kick from a fair catch or kick after touching the ball in at side line (Rule 22, *a*), the ball must be kicked a distance of at least ten yards towards the opponents' goal from the line restraining the player making the kick, unless it is stopped by an opponent; otherwise the ball is not in play.

Rule 15.—Charging is lawful, in case of a punt out or kick off, as soon as the ball is kicked; and the opponents must not charge until the ball is kicked.

In case of any other free kick, charging is lawful: (1) When the player of the side having the free kick advances beyond his restraining line or mark with the ball in his possession; (2) When he has allowed the ball to touch the ground by accident or otherwise.

If such lawful charging takes place, and if the side having the free kick fails to kick the ball, then the opponents may line up five yards ahead of the line which restrained them before charging. In that case, the side having the free kick must kick the ball from some point directly behind its mark, if the free kick resulted from a fair catch, and in other cases from behind the new restraining line.

If, in case of a try-at-goal, after a touchdown, the ball is not kicked, after having been allowed to touch the ground once, no second attempt shall be permitted, and the ball shall be kicked off at the centre of the field. (Rule 13.)

Rule 16.—The snapper-back is entitled to full and undisturbed possession of the ball. The opponents must neither interfere with the snapper-back nor touch the ball until it is actually put in play.

In snapping the ball back, if the player so doing is off side, the ball must be snapped again, and if this occurs once more on the same down, the opponents shall receive five yards, the number of the down and the point to be gained remaining unchanged. If the player is off side for

the third time on the same scrimmage, the ball shall go to the opponents.

The man who snaps back and the man opposite him in the scrimmage may not afterward touch the ball until it has touched some player other than these two. If this rule is broken, the ball goes to the opponents on the spot of the foul.

If the man who puts the ball in play in a scrimmage kicks it forward, no player of his side can touch it until it has gone ten yards into the opponents' territory, unless it be touched by an opponent. If this rule is broken the ball goes to the opponents on the spot of the foul.

The man who first receives the ball when it is snapped back shall not (save as provided in Rule 18) carry the ball forward beyond the line of scrimmage unless he has regained it after it has been passed to and has touched another player.

Rule 17.—Before the ball is put in play no player shall lay his hands upon, or by the use of his hands or arms, interfere with an opponent in such a way as to delay putting the ball in play. Any such interference shall be regarded as delay of game. (Rule 28.)

After the ball is put in play, the players of the side that has possession of the ball may obstruct the opponents with the body only, except the player running with the ball, who may use his hands and arms.

The players of the side not having the ball may use their hands and arms but only to get their opponents out of the way in order to reach the ball or stop the player carrying it.

Rule 18.—Before the ball is put in play in a scrimmage, if any player of the side which has the ball takes more than one step in any direction, he must come to a full stop before the ball is put in play.

One man of the side having the ball may be in motion towards his own goal without coming to a stop before the ball is put in play.

When the ball is put in play in a scrimmage at any point of the central section of the field, that is, the portion bounded by the two twenty-five yard lines and the two side lines—

At least seven players of the side having the ball must be on the line of scrimmage.

The player who first receives the ball when the scrim-

mage is within the above mentioned territory, may carry it forward beyond the line of scrimmage, provided in so doing he crosses such line at least five yards from the point where the snapper-back put the ball in play.

When the ball is put in play by a scrimmage at any point on or between one of these twenty-five yard lines and the nearest goal line—

At least five players of the side having the ball must be on the line of scrimmage.

If five players, not including the quarterback, are behind the line of scrimmage, they must occupy one of the three following positions, viz.: (1) All five of such players may be inside the positions occupied by the players at the ends of the line of scrimmage, in which case two of these players must be at least five yards back of this line; or (2) if one of the said five players be outside of the position occupied by the player at the end of said line, then only one other of these five players must be at least five yards back of this line; but (3) all five of these players may be nearer than five yards to the line of scrimmage, provided two of them be outside the positions occupied by the players at the ends of said line. In this rule "outside" means both feet outside the outside foot of the player at the end of the line.

Rule 19.—A player may throw, pass or bat the ball in any direction except toward his opponents' goal.

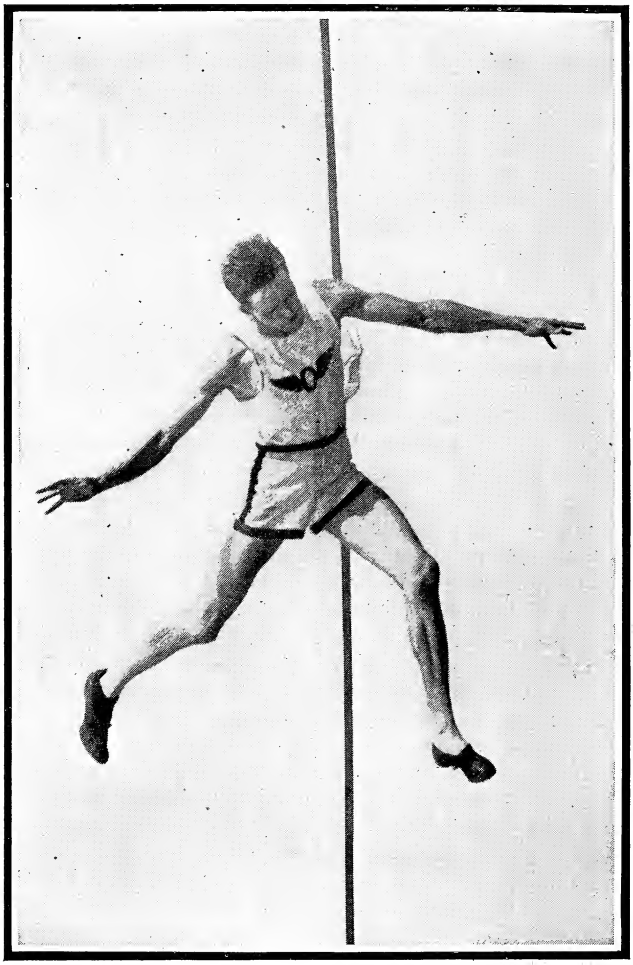
Rule 20.—If a player having the ball is tackled, and the movement of the ball stopped, or if the player cries "down," the referee shall blow his whistle, and the side holding the ball shall put it down for a scrimmage.

As soon as a runner attempting to go through is tackled and goes down, being held by an opponent, or whenever a runner having the ball in his possession cries "down," or if he goes out of bounds, the referee shall blow his whistle and the ball shall be considered down at that spot.

There shall be no piling up on the player after the referee has declared the ball dead.

Rule 21.—If, in three consecutive downs (unless the ball crosses the goal line), a team has neither advanced the ball five yards, nor taken it back twenty yards, it shall go to the opponents on the spot of the fourth down.

When a distance penalty is given the ensuing down shall be counted the first down, unless this should result to the advantage of the offending side, when the down and the



GEORGE HORINE.
Champion High Jumper of the World.

point, or in some cases the distance to be gained for first down shall remain the same.

Rule 22.—If the ball goes out of bounds, whether it bounds back or not, a player of the side which secures it must bring it to the spot where the line was crossed, and there either:

Touch it in with both hands at right angles to the side line and then kick it at least ten yards towards his opponents' goal;—[Neither side need be on side when the ball is thus put in play.]—or

Walk out with it at right angles to the side line, any distance not less than five nor more than fifteen yards, and there put it down for a scrimmage, first declaring how far he intends walking.

Rule 23.—A side which has made a touchback or a safety must kick out, from not more than twenty-five yards outside the kicker's goal. If the ball goes out of bounds before striking a player, it must be kicked out again, and if this occurs twice in succession, it shall be given to the opponents as out of bounds on the twenty-five yard line on the side where it went out. At kick out the opponents must be on the twenty-five yard line or nearer their own goal, and the kicker's side must be behind the ball when it is kicked. Should a second touchback occur before four downs have been played, the side defending the goal may have the choice of a down at the twenty-five yard line, or a kick out.

Whenever a side has tried a drop kick at the goal upon a first down inside the twenty-five yard line and the result has been a touchback, the ten-yard instead of the twenty-five-yard line, shall determine the position of the opponents, and the kicker's side must be behind the ball when it is kicked.

Rule 24.—A side which has made a touchdown must try at goal by a place kick direct, or by a place kick preceded by a punt-out if they so desire.

After the try-at-goal, whether the goal be made or missed, the ball shall be kicked off at the centre of the field, as provided in Rule 13.

Rule 25.—If the try be by a place kick, a player on the side which has made the touchdown shall hold the ball for another of his side to kick at some point outside the goal on a line parallel to the side line passing through the point where the touchdown was declared. The opponents must

remain behind their goal line until the ball has been placed upon the ground. The referee shall signal with his hand when the ball is placed on the ground.

If the try-at-goal is to be preceded by a punt out, the punter shall kick the ball from the point at which the line parallel to the side line, and passing through the spot of the touchdown, intersects the goal line. The players of his side must stand in the field of play not less than five yards from the goal line.

The opponents may line up anywhere on the goal line except within the space of ten feet on each side of the punter's mark, but they cannot interfere with the punter. If a fair catch be made from a puntout, the mark shall serve to determine the positions as the mark of any fair catch, and the try-at-goal shall then be made by a place kick from this spot, or any point directly behind it. If a fair catch be not made on the first attempt, the ball shall go as a kick off at the centre of the field to the defenders of the goal.

The holder of the ball and no other player in any place kick may be off side or out of bounds without vitiating the kick.

Rule 26.—The following shall be the values of plays in scoring: Goal obtained by touchdown, 6 points; goal from field kick, 5 points; touchdown failing goal, 5 points; safety by opponents, 2 points.

Rule 27.—No one having projecting nails or iron plates on his shoes or any projecting metallic or hard substance on his person shall be allowed to play in a match. If head protectors are worn, no sole leather, papier mache, or other hard or unyielding material shall be used in their construction, and all other devices for protectors must be so arranged and padded as, in the judgment of the umpire, to be without danger to other players.

Leather cleats upon the shoes shall be allowed.

A player may be substituted for another at any time at the discretion of the captain of his team.

There shall be no unnecessary roughness, throttling, hacking or striking with the closed fist.

A player who has been replaced by a substitute cannot return to further participation in the game.

There shall be no unnecessary delay of the game by either team.

There shall be no coaching, either by substitutes or by

any other persons not participating in the game. No one except the twenty-two players shall, under any circumstances, come upon the field of play, save only in case of an accident to a player, and then but one official representative, and he previously designated to the umpire, shall have this right. Only five men shall be allowed to walk up and down on each side of the field. The rest, including substitutes, water carriers, and all who are admitted within the enclosure, must be seated throughout the game. None of these shall come upon the field of play without permission of the umpire. Breach of any part of this rule shall constitute a foul, and be punished by a loss of five yards to the side whose man infringes, the number of the down and the distance to be gained for first down remaining unchanged.

There shall be no tripping.

Rule 28.—A foul is any violation of a rule. The penalties for fouls shall be as follows:

1. For tripping an opponent (Rule 27) by either side the penalty shall be the loss of twenty yards.

For holding an opponent who has not the ball (Rule 17), or for unlawful use of hands or arms (Rule 17), for violation of the rules governing off side play (Rule 10), for violation of Rules 16 and 18, except where special provision is made elsewhere, the penalty shall be the loss of five yards if the side not in possession of the ball was the offender; if the offending side was in possession of the ball, it shall be the loss of twenty yards, the number of the down and the point to be gained for first down remaining unchanged.

The penalties above named shall be given from the spot where the foul was committed.

2. If the ball is thrown, passed or batted toward the opponents' goal, the opponents shall receive five yards, that is, the ball shall be put in play at a point five yards back of the spot where the man was when he made the forward pass. The point for his side then to reach will be ten yards from the spot where the ball is then put in play by a scrimmage, the number of the down remaining unaffected.

3. In the case of interference of any kind with putting the ball in play (Rules 16 and 17) or unnecessary delay of the game (Rule 27), the offended side shall be advanced five yards.

4. In case of piling up on a player after the referee has declared the ball dead (Rule 20), the offended side shall receive fifteen yards.

If a player who has an opportunity of making a fair catch (Rule 7) is unlawfully obstructed, the offended side shall receive fifteen yards and the choice of putting the ball in play by a free kick or by a scrimmage.

If a player who has heeled a fair catch (Rule 7) is thrown to the ground, unless he has advanced beyond his mark, his side shall receive fifteen yards and be obliged to take a free kick.

5. In any case of free kick (Rule 2), if the kicker advances beyond his mark, before kicking the ball (Rules 7, 15 and 25), no matter whether he then kicks or not, the opponents shall be allowed to line up five yards nearer the kicker's mark, and the kick shall then be made from some point back of the first mark, and at the same distance from the side line.

This shall also apply when the side having a free kick allows the ball to touch the ground (Rules 15 and 25), and then fails to kick it (kick off and try-at-goal after touchdown excepted). The same ruling shall be given in case any player of the side making a free kick is ahead of the ball when it is kicked (Rule 14).

In the case of a free kick, if the opponents charge (Rule 9) before the ball is put in play (Rule 15), they shall be put back five yards for every such offence and the ball shall be put in play again by a kick from a point which may be five yards nearer the opponents' goal.

6. In the case of unlawful starting before the ball has been put in play for a scrimmage (Rule 18) provided there is no infraction of Rule 10, the side thus offending shall lose five yards, the number of the down and the point to be gained remaining unchanged.

The same ruling shall be made in cases of infraction of Rule 18.

7. If either side refuses to play within two minutes after having been ordered to do so by the referee, it shall forfeit the game. This shall also apply to refusing to begin a game when ordered to do so by the referee. (Rule 12.)

8. Whenever the rules provide for a distance penalty, if the distance prescribed would carry the ball nearer to the goal line than the five-yard line, the ball shall be down on the five-yard line. If, however, the foul is committed

inside the ten-yard line, half the distance to the goal shall be given.

9. If a team on the defence commits fouls when so near its own goal that these fouls are punishable only by the halving of the distance to the line (Rule 28), the object being, in the opinion of the referee, to delay the game, the offending side shall be regarded as refusing to allow the game to proceed. The referee shall, in such case, warn the offending side once, and if the offence is repeated, he shall declare the game forfeited to the opponents.

10. If a player is guilty of unnecessary roughness, throttling, hacking or striking with closed fist (Rule 27), he shall be at once disqualified.

11. In case the game is interfered with by some act palpably unsportsmanlike and not elsewhere provided for in these rules, the umpire shall have the power to award ten yards to the offended side, the number of the down and the point to be gained for first down remaining unchanged.

12. For infringement of any part of Rule 27, the penalty shall be a loss of five yards by the side offending, the number of the down and the point to be gained remaining unchanged.

THE REFEREE.

Rule 29.—In making his decisions the referee must recognize and allow precedence to any penalty inflicted by the umpire for a foul.

The referee's decisions are final upon all points not specified in the duties of the umpire.

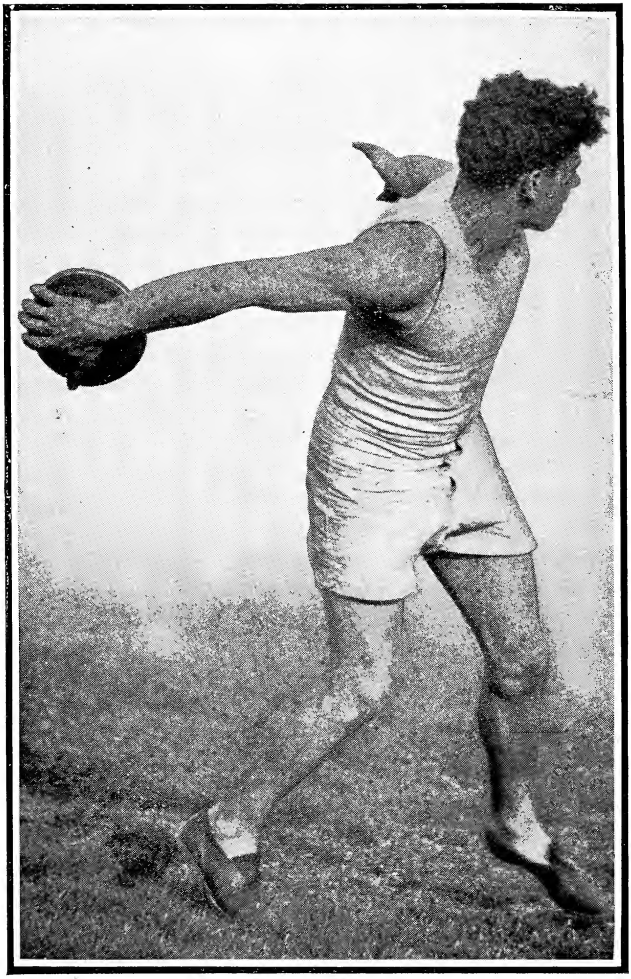
The referee shall see that the ball is properly put in play, and he is judge of its position and progress.

He is judge of forward passes, of interference with the snap-back, and of the advance of the ball by the player who first receives it from the snapper-back when the ball is put in play from a scrimmage (Rule 16), and offences under Rule 18.

At the beginning of a game and in every case after time has been taken out, he shall ascertain from each captain that his team is ready, before ordering play to begin.

He is sole authority for the score of the game and is judge of forfeiture of the game under the rules.

The referee may appeal to both the umpire and linesman for testimony upon all points within his jurisdiction.



JIM DUNCAN.
World's Champion Discus Thrower.

The referee must volunteer testimony to the umpire concerning infringement of Rule 27.

THE UMPIRE.

The Umpire is judge of the conduct of the players, and his decision is final regarding such fouls as are not specifically placed within the jurisdiction of the referee.

The umpire is judge of charging, and of the positions of players whenever the ball is put in play.

He may appeal to both the referee and linesman for testimony in cases of fouls seen by them, and it shall be their duty to volunteer testimony concerning violations of Rule 27.

The umpire shall not blow his whistle nor declare the ball dead, nor call time, except to grant a penalty for a foul committed.

Whenever the umpire notices or is informed by the referee or linesman that a substitute or any other person not participating in the game is coaching, he shall immediately exclude the offender for the remainder of the game from the neighborhood of the field of play; *i. e.*, send the offender behind the ropes or fence surrounding the field of play.

Furthermore, he shall exact the penalty as provided in Rule 28, paragraph 12.

THE LINESMEN.

The linesmen shall, under the supervision of the referee, mark the distances gained or lost in the progress of the play.

They shall remain on the side lines and be provided with two assistants, who shall remain outside the field of play and who shall use, in measuring distance, the rope or chain provided.

CHANGES IN THE RULES.

At a meeting of the Football Rules Committee, in April, 1904, it was decided that four men, in addition to the quarter-back, may play behind the line.

The value of a field goal was reduced from 5 points to 4.

The umpire is to use a bell or horn instead of a whistle, that he may be distinguished from the referee.

If in a long run a foul is committed, the run is to be allowed if the foul in no way interferes with the runner.

GAELIC FOOTBALL.

1.—The ground for teams of 21 men on a side must be 196 yards long and 140 yards wide.

2.—There must not be less than 14 men on a side, nor more than 21.

3.—Two umpires and a referee govern the game, and in case of a dispute between the former, the referee's decision shall be final. A goal umpire shall be also appointed for each goal to watch the points.

4.—The regulation goal posts are 21 feet apart with a cross-bar eight feet from the ground. A goal is counted when the ball is sent between the posts and under the bar. A point is counted when the ball is sent over the cross-bar or within 21 feet of either goal post.

5.—Before the ball is put in play the opposing teams shall stand in two rows, facing each other in the centre of the field, each holding the hand of an opponent.

6.—It is foul to push from behind, butt, trip or hold, and the penalty is disqualification.

7.—The time of play, less time out, shall be one hour. Sides to be changed after thirty minutes of play.

8.—When a player drives a ball over the side line, it shall be thrown back from the point where it first crossed the line by a player on the opposite side. It may be thrown in any direction, but the thrower must not play it himself until it has been touched by some other player. Neither goal nor point can be scored from a throw-in from the side lines, unless the ball be struck by some player after the throw-in, and before it crosses the goal-line. When the ball is driven over the goal-line, the goalkeeper shall have a free kick from goal; no player on the opposite side to approach nearer than the 21-yard line till the ball is kicked. No player of the kicker's side to be further out from his goal-line than the center of the ground, until the ball is kicked. If a ball that otherwise would not have crossed the line be driven over the cross-bar, or over any part of the goal-line outside the goal-posts by a player whose goal-

line it is, the opposite side shall have a free kick 40 yards out from the goal-post.

9.—The match shall be decided by the greater number of goals; when no goal is made, or when the goals are even, it shall be decided by the greater number of points.

10.—The ball may be struck with the hand. It may be caught when off the ground, and the player so catching it may kick it any way he pleases, but must not carry or throw it.

11.—Where the rules are broken, the referee may allow a free kick if he thinks fit. In all free kicks, the ball must be kicked from the ground; no player on the opposite side to approach nearer than 14 yards until the ball is kicked; but if the free kick is allowed nearer than 14 yards off the goal-line, the opposite players need not stand behind that line.

12.—If the ball strikes a bystander near the side-line, except the referee or umpire, it shall be considered out of play, and must be thrown in as directed in Rule 8. If it occurs at the goal-line, it also shall be considered out of play, and must be kicked from the goal. In the latter case the referee may allow a point or goal if he considers that the ball would have passed through the goal or point space but for being stopped.

13.—The umpires shall have, during the match, full power to disqualify any player, or order him to stand aside and discontinue play, for any act they may consider unfair, as set down in Rule 6.

14.—Any player or players fouling another outside of the boundary lines shall be excluded from the game, for such time as the umpires deem proper.

No nails or iron tips allowed on the boots.

RULES FOR HANDBALL.

(Of the Amateur Athletic Union of America.)

A game to consist of 21 aces.

The players must toss for position.

The ball used must be one and seven-eighths inches in diameter and weigh one and five-eighths ounces.

An ace is made when the server sends the ball to any part of the court beyond the ace line and his opponent fails to return it to the front wall.

All balls must be recovered on the first bound after reaching the floor.

When the ball is returned to the front wall, the server must recover it, on the fly or the first bound; if he doesn't, the hand is out and his opponent becomes the server.

It is permissible to serve from either side of the court so long as the server remains within the parallel lines. Stepping beyond the inner line twice in succession, or hitting either side wall, roof or floor before striking the front wall, or serving three short balls in succession, shall cause the loss of a hand.

When the ball is in play each player must give way to an opponent, and in no way interfere with the playing of the ball. Should the ball strike the server before reaching his opponent, or strike the opponent while in the act of being served, this shall be termed a hinder. Many of these might be deemed accidents, while again others might be intentional, and if so decided by the referee, shall count as an ace against the player violating the rule, or a hand may be counted out.

When a ball from the server drops anywhere inside of the ace line, the player has the privilege of playing it should he so desire, but in doing so, the play counts the same as though the ball had been served regularly over the ace line, and if it reaches the front wall, the ball must be returned by the opponent. In the return of all balls the use of the foot is debarred, and a player using the foot at any time will have committed a foul and the punishment will be the loss of an ace or a hand out.

Only one hand shall be used at a time in striking a ball,

otherwise a foul is committed, and the penalty will be the loss of an ace or a hand out.

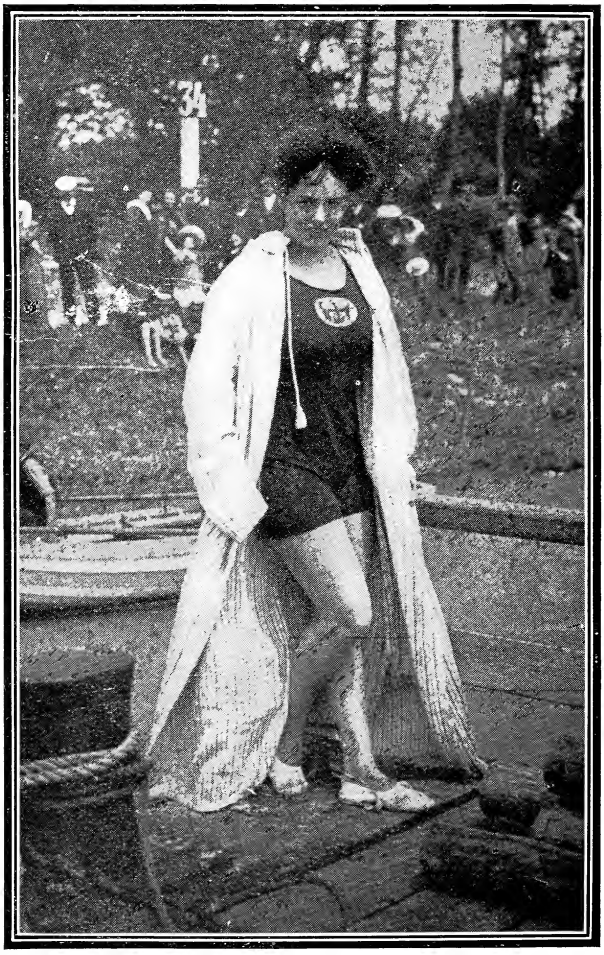
After a server shall have been retired he shall be given sufficient time to have gotten into position before play is resumed.

If an appeal is made to the referee he must decide the point promptly. His decision on all questions shall be final.

In presiding over the game, the officials shall be a referee and a scorer. The referee shall decide all questions pertaining to the serving of the ball and its return, and whether the ball be played short or fails to reach the front wall. He shall decide the aces made and shall be judge of the hand out.

The scorer shall keep a correct tally of the aces made, and shall keep the contestants informed as to the progress of the game. He shall also be a judge of the hinders or fouls. Any disobedience to the orders of the referee or scorer by a player will result in his being disqualified from further competition.

Playing in bare feet will be debarred. The use of gloves on the hands will be allowed.



ANNETTE KELLERMAN.
One of the Greatest Swimmers in the World.

HANDBALL.

(Rules of the Gaelic Athletic Association of Ireland.)

[The object of these rules is to govern matches in all kinds of courts whether with or without side walls, as well as in the regulation courts.]

[For alleys or courts with a clay floor the short lines should be two-thirds of the length from the front wall, but for concrete, flagged, or bricked floors, the short line should be nearer the centre.]

Rule 1.—A line called the short line must be drawn parallel to the front wall, not nearer to it than half the length, nor further from it than two-thirds of the length of the floor.

Rule 2.—A line should be drawn at the extreme edge of the floor, if there be no back wall, six feet from the boundary, to keep off spectators, and parallel to the front wall. This line to be called the over line.

Rule 3.—Where there are no side walls, or where the side walls do not extend to the over line, lines should be drawn from the ends of the front wall or side wall to the extremities of the over lines. These lines to be called side lines.

Rule 4.—A floor should be sixty feet long, or as near to it as possible. A tell-board four inches high should be placed at the base of the front wall. A ball striking the tell-board should be considered as striking the floor. The upper edge of the tell-board should be beveled.

Rule 5.—The balls to be hard and covered with sheepskin or any suitable kind of leather. No ball to be less than one and a half or more than one and three-quarters ounces in weight.

Rule 6.—A game to consist of fifteen aces, and to be won by whichever player or team gets this number.

Rule 7.—A rubber may consist of any odd number of games, and will be won by whichever gains the greater number of games.

Rule 8.—A "home and home" rubber to be played in the two alleys or courts belonging to the challenged and challenging players—as many games as may be agreed on to

be played in the one alley or court, and the remainder or a sufficient number of games to decide the rubber in the second alley or court.

Rule 9.—Before commencing a rubber the opposing players shall toss for choice of inside or outside ground. One "hand" shall be given for first innings of every game; two "hands" for second and succeeding innings, if there be two players on each side; and three "hands" for third and succeeding innings if there be three players on each side. When one game is finished the winners will have choice of ground.

Rule 10.—All balls served out from the front wall to the outside must be tossed—that is, hopped and struck with the hand against the front wall. Jerking not to be allowed in inter-alley, championship, or inter-county matches.

Rule 11.—An ace to count when an outside player misses a ball, fails to return one which has been tossed out or played to him, or makes a "foul." A "hand out" to count when an inside player misses a ball, fails to return one which has been played to him, or makes a "foul."

Rule 12.—Touching a ball to be considered as playing to it; should it be played to a second time by the player who struck it, or his partner, before reaching the front wall, it shall be foul, and count as an ace or hand out. Playing to a ball on the second succeeding hop to be foul, and an ace or hand out.

Rule 13.—Should a player catch, or deliberately stop a ball going to the front wall, a hand out or ace should be given according as the offender is an inside or outside player.

Rule 14.—A ball which crosses the side line or side wall will be an ace or hand out, according as the player who last played to it is an inside or outside player. When a ball crossing the side line be struck at and missed before it hops, an ace shall be given against the player who missed. If the ball has hopped, and the player is not sure whether it is inside the line or not, he should call for judgment, and proceed as in Rule 23.

Rule 15.—Should a player strike a ball and it to go up off his partner, it is foul, and shall count as an ace or hand out. Should a player strike at a ball with both hands together, it is foul.

Rule 16.—The partner or partners of the player who is serving must stand at side line or side wall and inside the

short line until the ball is served.

Rule 17.—No ball to be tossed out until the outside players are in position outside the short line. The judge may disallow any ball tossed out before the outside players are prepared, or while a question of judgment is being decided.

Rule 18.—If the player who is serving tosses the ball over the side line or side wall, it will be a hand out. Should he fail to toss three successive balls between the short and over lines it will be a hand out. Should he strike the ball against the ground, the side wall, or his own person ere striking the front wall, it will be a hand out. Should he miss the ball when tossing it will be a hand out. Should he jerk the ball it will be a hand out. A ball hopping on a line to be over that line.

Rule 19.—All balls tossed out between the short and over line must be played to unless they have touched the player who served them or his partner after leaving the front wall, or unless the judge disallows them. Should the partner of the player who is serving prevent a ball crossing the side line it will be foul.

Rule 20.—Should the player who is tossing, or his partner, catch the ball before it hops a second time, it will be a hand out. Should the outside player catch a ball before it hops a second time, unless he be standing four feet outside the over line, it will be an ace.

HINDERS.

Rule 21.—Should a player strike a ball and it afterwards strike his opponent, it shall be a hinder, and must be played over.

Rule 22.—Should a ball coming from the front wall strike the player who put it up, or his partner, it is a hinder.

Rule 23.—Should a player, while the ball is in play, think that a foul has occurred, he must call for judgment and play on. When the ball has been played out the judge will decide if a foul has occurred, and give his decision accordingly. Should no foul have taken place the result or the play will count. The judge may, if he wishes, declare an ace or hand out when a foul occurs without waiting for the ball to be played out.

Rule 24.—Should a player obstruct another in such a manner that he cannot play, the judge may give a hinder. Should the obstruction be wilful, the judge may give an ace or hand out against the offender.

Rule 25.—Any ball brought off the front wall in play to or beyond the over line shall count dead and be played over.

Rule 26.—When a ball is over or short the player may, or may not, as he pleases, play to it. Should he try to play to it and miss, it will be an ace. Should he call "over" or "short," and put the ball up, it will be dead and must be played over.

Rule 27.—In a court, a ball brought off front wall in play over back wall shall be dead and shall be played over.

Rule 28.—The decision of the judge to be final.

HOCKEY.

1.—The puck must be between the sticks of two opponents and the game begins when the referee calls "play."

2.—The ball must not be struck with the feet or hands.

3.—The puck must be struck fairly through the goal from in front before the side can claim a point.

4.—If the puck hits the person of a player he must allow it to fall to the ground before he hits at it.

5.—Matches shall be of two twenty minute halves, with ten minutes intermission between, but no stops of more than five minutes shall be allowed. Goals shall be changed after each half.

6.—No change of players to be made except in case of injuries received.

7.—A player should always be on his own side of the puck.

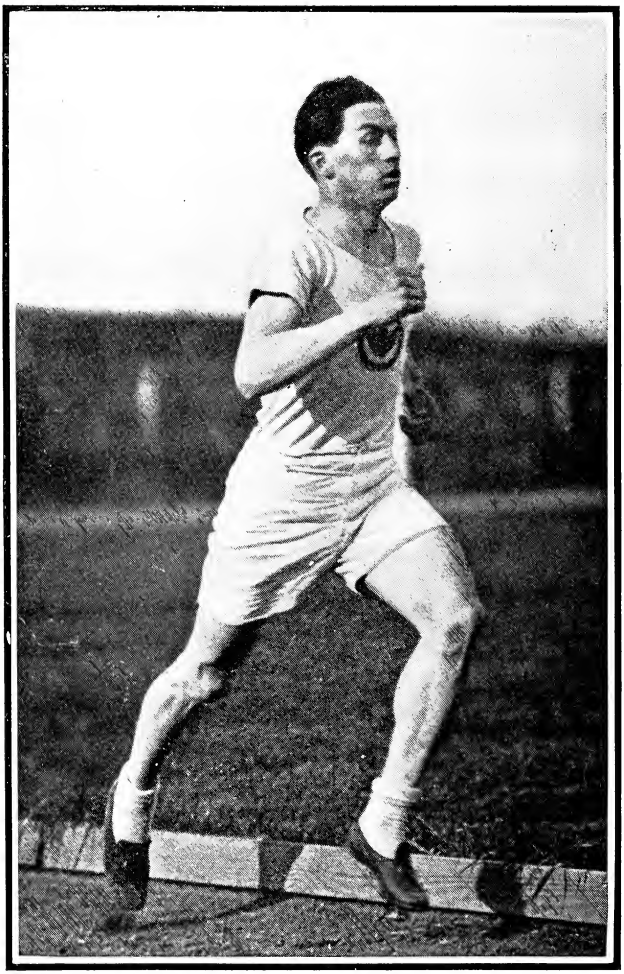
8.—The stick must not be raised above the shoulder, except in hitting the puck. There shall be no tripping or kicking.

9.—Hockey sticks must not be more than five inches wide at any point.

10.—The puck to be of rubber, one inch thick and three inches in diameter.

11.—A referee, two umpires and two timekeepers to be selected by the captain of each team.

12.—The decision by the referee shall be final.



ABE KIVIAT.
A Runner with a Record.

RULES FOR HOCKEY.

Rule 1.—The ball must be struck with the stick and not kicked with the foot or touched with the hands.

Rule 2.—The ball must be struck fairly through the goal before the side can claim the game.

Rule 3.—The goals must be marked by lines at either end, and in the centre a line must be drawn across to determine the side which has possession of the ball.

Rule 4.—If the ball bounds against the person of a player, he must allow it to fall to the ground before he strikes at it.

Rule 5.—Any player striking another with stick or hand, kicking or otherwise unfairly playing the ball, is out of the game.

Rule 6.—A captain on each side is to be chosen to regulate the game, and it is the duty of any player when directed by the captain to fetch the ball when struck to a distance.

JUMPING.

Rule 1.—Each and every jump shall be spirit-level.

Rule 2.—In all matches the measurement shall be from the scratch, which shall be toed to the nearest heel-mark.

Rule 3.—Each jumper to be allowed three or more trials, as may be agreed upon.

Rule 4.—Not less than five or more than fifteen minutes to be allowed between each jump.

Rule 5.—The contestants to jump alternately, *i. e.*, to jump in turns.

Rule 6.—Spring shoes to be barred out, and each man's shoes to be examined by the referee before jumping.

Rule 7.—Neither of the competitors must fall within his distance.

Rule 8.—If the toe of either competitor passes the scratch it is "no jump," but shall count as a try.

Rule 9.—The referee and two judges to be chosen on the ground or beforehand; and to the referee all cases of dispute must be referred, and his decision to be binding.

RUNNING HOP, STEP AND JUMP.

(A. A. U. Rules.)

The competitor shall first land upon the same foot with which he shall have taken off. The reverse foot shall be used for the second landing, and both feet shall be used for the third landing.

HURDLE JUMPING.

Rule 1.—A regular hurdle race should be 120 yards, over ten hurdles, each 3 feet 6 inches high.

Rule 2.—The first hurdle should be placed fifteen yards from the scratch, and there should be ten yards between each hurdle.

STANDING BROAD JUMP.

(A. A. U. Rules.)

The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When two springs are made in attempting the jump, it shall count as a trial without result.

PISTOL SHOOTING.

Rule 1.—Pistol shooting shall be at the word, and the distance fifteen yards; the pistol must be single barrel, not exceeding twelve inches in length, and must be held muzzle down before the word is given. It shall be at ten shots string measure.

Rule 2.—No trial shot shall be allowed at birds or targets after the judges announce the time for the contest to commence.

PYRAMID POOL.

The game of Pyramid Pool is played with fifteen balls, numbered from 1 to 15 respectively, and a white cue-ball. The player opening the game plays from any point inside the string, and after the opening shot plays with the cue-ball as he finds it. Each ball counts one point, and in match or two-hand games, the player first scoring eight balls wins game.

1.—In the opening stroke the cue-ball, aimed direct or as the result of a bank shot, must strike the pyramid with force sufficient to cause at least two object-balls to touch a cushion, or at least one object-ball to go into a pocket. Failure to do either forfeits the stroke and one ball to the table.

In case of a forfeit by a player having no ball to his credit, the first ball scored by him shall be placed on the deep red spot, or as near thereto as possible. All balls pocketed on the opening stroke count, and need not be called.

In match or tournament games, when the player on the opening stroke fails to drive at least two balls to a cushion or one ball to a pocket, the balls are set up again, and the player forfeits one ball from his score, and must continue to play until he shall have made a legal leading stroke.

2.—After the opening stroke the player must call the number of the ball he intends to pocket, but need not call the pocket. Should the called ball not be pocketed, no ball pocketed on that stroke is counted, but must be placed on the deep-red spot, or as near as possible on a line below it; the player's hand is out, but he incurs no penalty. Should more than one ball be called, and one or more thus called should not be pocketed, none can be counted. Failure to hit a called ball involves no penalty, provided any other ball be hit.

3.—One ball is forfeited if after the opening stroke the player fail to pocket a ball, or fail to make at least one object-ball, or the cue-ball, after hitting an object-ball,

strike a cushion. Should the player also pocket the cue-ball after failure as above described, he forfeits but one ball on the stroke.

4.—When one or more balls, in addition to the ball called, are pocketed, the player is entitled to all pocketed.

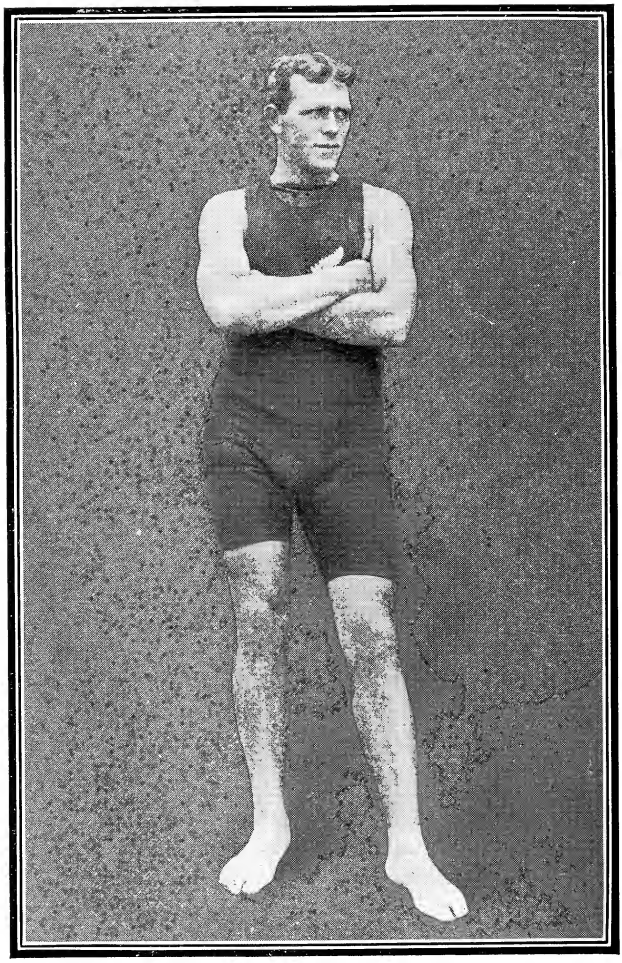
5.—When more than two players are engaged, the game is ended when the balls remaining on the table are not sufficient to tie the next lowest score; and all that may be depending upon the game shall be decided in accordance with the standing of each player when pool is called.

6.—A player forfeits one ball for making a miss, pocketing the cue-ball, forcing the cue-ball off the table, for failing as described in Rule 3, and for striking the cue-ball twice.

7.—It is a strok , and one ball is forfeited, if the striker touch the cue-ball with his cue and make a miss, or touch it with his clothing, or any other object.

8.—A stroke made when any ball is in motion is foul, one ball is forfeited, and the incoming striker may either have the balls replaced or play as he finds them.

9.—When the cue-ball is struck twice, the balls disturbed in consequence of the second stroke shall be replaced, or the incoming striker, if he choose, may play as he finds them; the striker forfeits one ball.



DICK ARNST.
He is the Champion Sculler of the World.

CHICAGO POOL.

This game is played with the numbered pool balls from 1 to 15 and a white cue ball, as in Fifteen ball Pool, the object being to play upon and pocket the balls in their numerical order.

The table is laid out for the game by placing the one ball against the end cushion at the first right-hand diamond sight at the foot of the table; the two-ball is placed at the centre diamond sight on same cushion; the remaining thirteen balls are placed in the order of their numbers at the succeeding diamond sights, as shown in the diagram. All things being equal, it is immaterial which way the numbers run in setting the balls, for they may also be set so that the one-ball is placed on that diamond sight which, when standing at the head of the table and looking toward the foot or lower end, appears as the left-hand diamond sight on the end rail, with the three-ball placed at the right, etc.

The three sights on the end rail at head of the table are not occupied by any ball.

In opening the game the order of play is determined by throwing out small numbered balls, as in Fifteen-ball Pool, and he whose first play it may be strikes the cue-ball from any point within the string line.

The opening stroke must be to strike the one-ball. If that ball is holed it is placed to the credit of the player, and he continues his hand until he fails to score, but in continuing he must play each time upon the ball bearing the lowest number on the table. After playing upon that ball, however, should any other be pocketed by the same stroke, irrespective of its number, it shall be placed to the player's credit so pocketing it.

If the line of aim at the ball required to be hit is covered by another ball, the player may resort to a bank play or masse, etc., but should he fail to hit the required ball he forfeits three, receiving a scratch.

Should a ball be holed by a foul stroke it is replaced upon the spot it occupied at the opening of the game, but should

it be the 8, 9, 10 or 11 ball so holed, they being within the string, and the cue-ball in hand, then the balls specified are to be placed upon the pyramid or red-ball spot, or should that be occupied, as near to it as is possible, as in Fifteen-ball Pool.

The player having the lowest aggregate score is required to pay for general refreshment for all in the game. The player having the second lowest score pays for the game.

The rules of Fifteen-ball Pool govern Chicago Pool, except where they conflict with the foregoing rules.

BOTTLE POOL.

The game of Bottle Pool is played on a pool table with one white ball, the 1 and 2 ball, and pool-bottle. The 1 and 2 balls must be spotted, respectively, at the foot of the table, at the left and right diamond nearest each pocket, and the pool-bottle is placed standing on its neck on the spot in the centre of the table, and when it falls it must be set up, if possible, where it rests.

Carom on the two object-balls counts 1 point; pocketing the 1-ball counts 1 point; pocketing the 2-ball counts 2 points, carom from ball and upsetting bottle counts 5 points.

1.—Any number of persons can play, and the rotation of the players is decided as in ordinary pool.

2.—The game consists of 31 points.

3.—Player No. 1 must play with the white ball from any point within the string at the head of the table, at either the 1 or 2 ball at his option.

4.—The player having the least number of points at the finish of the game shall be adjudged the loser.

5.—The player who leads must play at and strike one of the object-balls before he can score a carom on the pool-bottle.

6.—A player who makes more than 31 points is burst, and must start his string anew; all that he makes in excess of 31 points count on his new string, and the next player plays.

7.—If a player carom on the bottle from either of the object-balls, in such a way as to seat the bottle on its base, he wins the game, without further play.

8.—Should the 1 or 2 ball in any way, during the stroke, touch the bottle and the bottle is in the same play knocked over or stood on its base by the cue-ball, the stroke does not count.

9.—If the player forces the bottle off the table or into a pocket, the bottle must be spotted on its proper spot in the centre of the table, the player loses his shot and forfeits one point, and the next player plays.

10.—The player must play with the tip or point of his cue.

11.—After a ball has been pocketed, if it be the 1-ball it must be spotted on the red-ball spot at the foot of the table; if that be occupied the ball shall then be spotted at the 1-ball spot at the diamond; if that be occupied it shall be spotted at the 2-ball diamond.

12.—The player making a foul stroke shall lose his shot, and shall also forfeit one point, which must be deducted from his string.

(1) A foul stroke shall be when the player misses both object-balls. (2) When the player misses both balls, and knocks down the bottle. (3) When the player knocks down the bottle with the object-ball, his cue, his hand, or with his clothing. (4) When the cue-ball is forced off the table or into a pocket. (5) When the bottle is forced off the table or into a pocket. (6) When the player knocks down the bottle with the cue-ball before coming in contact with an object-ball. (7) If the player has not at least one foot touching the floor.

13.—Whenever the bottle is knocked over and cannot be spotted on its neck without coming in contact with an object-ball, it shall then be spotted on its proper spot; if that be occupied it shall then be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

14.—When a player in playing knocks the bottle off the table or onto a cushion with one of the object-balls, the player does not forfeit a point, but forfeits his shot and the next player plays.

15.—Whenever the bottle-spot is occupied by an object-ball, the bottle shall be spotted on the red-ball spot; if that be occupied, on the white-ball spot.

16.—If a player has made thirty-one points he must proclaim it before the next stroke is made, for which purpose a reasonable delay must be allowed for calculation, especially in the latter portion of the game; but if a player has made thirty-one points and fails to announce it before the next play, he then cannot proclaim the fact until the rotation of play again comes round to him; in the meanwhile, if any other player makes thirty-one points and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed before.

If played on a billiard table, a white cue-ball and two red balls are used, and except as to balls pocketed the counts and rules are the same as when played on a pool table.

PUTTING THE STONE.

Rule 1.—In putting the stone it must be delivered from the shoulder with either hand, seven feet run allowed.

Rule 2.—No put to count if delivered or followed with any part of the body touching the ground in front or on either side of the scratch.

Rule 3.—The weight of the stone to be not over sixteen pounds.

Rule 4.—The put to be measured from the centre of the scratch to the nearest break of ground.

Rule 5.—The scratch to be three feet long.

Rule 6.—Three tries only to be allowed.

Rule 7.—Crossing the scratch in the attempt to count as "No Throw."

Rule 8.—The best three competitors of the first trial to be allowed three more tries each for the final. The farthest puts of the six attempts to win.

QUOIT THROWING.

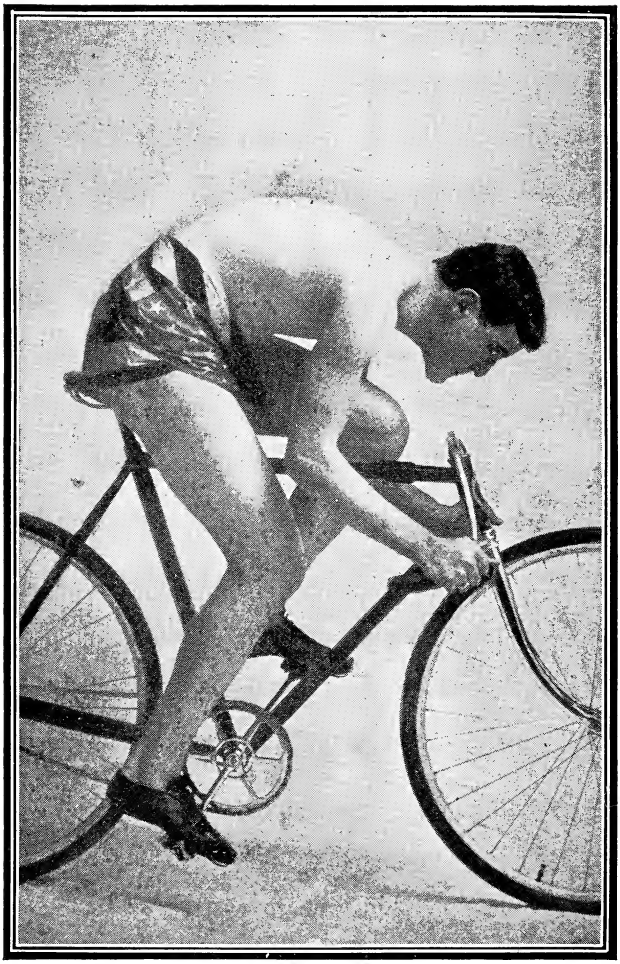
Rule 1.—All playing to be on stiff clay ends, which must not be less than two feet in diameter, nor less than eight inches deep.

Rule 2.—The distance to be eighteen yards from centre to centre of mott (head of pin), the player not to stand more than three feet from the mott played from, and always in a line with it.

Rule 3.—All quoits to be circular in shape, and uniform in thickness; the outer diameter must not exceed ten inches, the rim of no quoit to exceed two and a half inches, and each player shall choose his own weight of quoit.

Rule 4.—The pin is to be driven into the ground, at an angle of 45 degrees, till the mott is level with the clay, and is not to be touched on any account before measurement.

Rule 5.—Removal of clay from quoit before measurement is allowable, provided the quoit is not moved by so doing.



FRANK KRAMER.
A Speedy Bicycle Rider and a Champion.

Rule 6.—Measurement to be made with compasses or calipers, and distance taken from the centre point of mott to the nearest part of quoit; if a loose quoit interferes with the measurement it may be removed.

Rule 7.—Should a quoit be broken during the game, the largest part of the quoit to count, and the player allowed another pair of quoits to finish the game.

Rule 8.—A player is allowed to follow his quoit after delivering it, and to see how his opponent's quoits lie.

Rule 9.—Each player to have a director, if desired.

Rule 10.—A referee to be appointed, whose decision shall be considered final.

Rule 11.—The lead to be decided by a toss, and the winner of each end to lead at the next playing alternately.

Rule 12.—When a number of players are to participate in a match, the players shall draw for their opponents by lot. Two sets of figures to be used, and the players drawing corresponding numbers to play together.

Rule 13.—When there is more than one rink they are to be numbered before drawing, and the players to take their places according to the numbers drawn.

Rule 14.—If there are not rinks enough for all the players, the lowest number which has not played is to begin on rink No. 1; next, 2, and so on.

Rule 15.—When there is an odd number of players the one drawing the blank is called "bye;" he lays off until all have played, and draws in the next round; but no one shall be a "bye" more than once in a match.

Rule 16.—When a match ends in three players to decide, two play off, and the "bye" then plays with the winner. Should the "bye" then beat, that settles the game; but if the first winner of the round is successful then the "bye" and first loser play off for second and third place.

Rule 17.—When a match ends with four players, and a third prize is given, the two players that are beaten shall play for it.

Rule 18.—Talking to players, except by the director, and all improper language is strictly prohibited.

RAT KILLING.

Rule 1.—Each dog to kill as many rats as he, the said dog, weighs pounds.

Rule 2.—Any dog exceeding one-quarter of a pound over the pounds he weighs, is to kill one rat extra, unless otherwise agreed on.

Rule 3.—The name of the owner, the name, color, etc., of the dog, weight and number of the rats they have to kill, must be written on separate slips of card and put into a hat or can.

Rule 4.—A referee and a timekeeper to be appointed, with a stop watch, and another person to look over him; the time to be kept by one watch only; and in case of any dispute, the decision of the referee to be final.

Rule 5.—The smallest number of rats are to be put into the pit; a card is to be then drawn from the hat or can, and the number of rats named on it announced; and the rat catcher is to make up the number (if any is required), when the name of the owner and of his dog is to be announced.

Rule 6.—The second is to let the dog go when the timekeeper is ready to take the time by any one that may be agreed on.

Rule 7.—The second is not to touch the dog or rat until he considers the rats are all dead. He is then to pick up his dog and call time dead, the timekeeper to stop his watch and announce the time. N. B.—If the second infringe upon this rule by touching the dog or rats, for any purpose, the referee shall adjudge the dog to have lost the match.

Rule 8.—If the owners of any dogs engaged in the match (but no other person) consider that the rats are not all killed, or that the second has picked up his dog foul—that is, he has taken up the dog before he had bitten all the rats —he is to appeal to the referee; and if he (the referee) considers that he has done so intentionally, the said dog to be excluded. N. B.—if the referee considers that it is not a foul pick-up, but that the rats are not all dead, he is to point them out; and if there is any doubt, the second is to tread on their tails, and if they crawl their whole length, they are to be considered live rats and the dog is to be put down again to kill them.

Rule 9.—The dog is to be held in the middle of the pit, in a marked circle, when the timekeeper is ready he is to be let go, and the time he takes to kill them is to be added for the first time.

RUNNING RULES.

Rule 1.—In all races a referee, two judges and a timekeeper, also a starter, shall be appointed.

Rule 2.—The running course for each contestant shall be at least one yard wide, and separated by stakes, ten feet apart, with wire or rope, from the ground.

Rule 3.—The referee shall decide whether the track is in proper condition for a race; and shall be empowered to delay or postpone if the weather and track are bad.

Rule 4.—Each man shall toss for choice of tracks and sides; and should he act unfairly toward his opponent, he shall be disqualified.

Rule 5.—A tape shall be stretched across the score at the finish-line three to four feet from the ground, and suitable to the referee.

Rule 6.—The contestants shall stand on the proper mark when the pistol-firer notifies them; and when they are on their respective marks, he shall stand in the rear and fire the pistol.

Rule 7.—The starter shall station himself in such a position that the men cannot see the flash.

Rule 8.—Either contestant leaving or going over the mark with either foot previous to the firing or snapping of the pistol, shall be penalized two feet for the first offence; one yard for the second; one yard and a half for the third; and on the fourth shall be disqualified.

Rule 9.—The referee shall station himself at the end of the tape, in a position to see clearly and decide fairly in what order the men finish.

Rule 10.—A man failing to make good his deposits or refusing to obey the orders of the referee, shall lose all claim to the moneys posted.

Rule 11.—A dead heat shall be run off within one hour, unless the referee orders otherwise.

Rule 12.—A referee, starter and two judges shall be appointed in all contests; and the timekeeper shall station himself at the end of the tape, opposite the referee.

Rule 13.—In case a starter cannot be agreed upon, the referee shall be empowered to select that official. If a referee cannot b selected, the stakeholder shall select one; and in all match races a final stakeholder shall be appointed at the posting of the first deposit.

Rule 14.—The referee shall have full power to decide all questions of dispute, and decide all pools, bets, etc., and his decision shall be final; and all prizes, awards, stakes, pools, bets, shall be paid according to his decision.

Rule 15.—A pistol-shot shall be deemed a "start," but a snap-cap will be considered "no start."

Rule 16.—In the event of darkness coming on, the men shall complete the race at the time appointed by the referee.

SWIMMING.

Rule 1.—The referee who shall be chosen the day of the race or beforehand, shall previous to the start describe in the hearing of all the competitors, the course of the competition. Should they be required to round any object, he shall also describe in what manner it shall be rounded. If a boat be the goal it is where practicable to be securely moored at both ends.

Rule 2.—The start to be directed by the referee who, when he is satisfied that all the competitors are ready, shall simply give the word "go."

Rule 3.—Any start made before the referee's order in a scratch race shall be deemed a false start and the competitors be required to return to their stations, but if in a handicap race the competitors to be disqualified.

Rule 4.—Any competitor rounding an object contrary to the referee's directions and not turning back shall also be disqualified.

Rule 5.—If in any competition a dead heat ensues, the competitors shall again contend at such time and place as the referee may direct unless they mutually agree.

Rule 6.—The referee shall be sole judge of any foul that may take place.

Rule 7.—Any competitor swimming over must complete the entire distance from start to finish in order to qualify himself as the winner.

Rule 8.—A competitor will have finished the race when any part of his person reaches the finish line.

THROWING THE HAMMER.

Rule 1.—The competitor must stand at the scratch and not swing around with the hammer.

Rule 2.—When the head and handle strike at the same time, the head mark is the measuring mark.

Rule 3.—Should the handle strike first, a length of the handle will be added, measured from the point of striking in direction of the head.

Rule 4.—Only three tries to be allowed each competitor.

Rule 5.—Where the length of the run is not limited, the throw to be measured from the nearest footprint at the delivery to the pitch of the ball.

Rule 6.—The best three competitors of the first trial to be allowed three more tries each for the final. The farthest throw of the six attempts to win.

Rule 7.—The weight of the hammer not to be over sixteen pounds.

Rule 8.—The accuracy of the measurement is facilitated by sprinkling ashes, sawdust or sand at the point of delivery. The foot-prints of the competitors must be effaced after each throw.

TUG OF WAR CONTESTS.

Rule 1.—Teams shall be composed of one captain, one vice captain, seven men and two substitutes.

Rule 2.—All pulls should be made on a platform at least 90 feet long, 3 feet 6 inches high and 3 feet 10 inches wide, with cross cleats four inches apart or six inches from center to center, made out of 2-inch quarter round wood.

Rule 3.—Rope shall be 4 inches in circumference, with spliced loop at each end 5½ feet long to go around and be secured to anchorman's belt. The belt must not weigh more than 25 pounds, and shall be so constructed that it cannot be used by the anchorman as a leverage against

the cleats, to aid him in pulling, but solely as a protection to his body.

Rule 4.—The center of the rope is marked with red, and before the pull is firmly fastened to the platform by a lever strong enough to hold the team, and is released by a spring controlled by the referee.

Rule 5.—An automatic indicator should be used visible to all the spectators; this is a very useful contrivance and increases the interest in the pull. (Planck's Latest Improved Indicator multiplies by four times the distance the rope moves.)

Rule 6.—(a) In international pulls the members of the teams must be bona fide citizens of the country they represent. (b) If the Tug of War is between American citizens, representing different nations, the members must have been born in the country they represent.

Rule 7.—(a) For light weight teams, the weight of the whole seven men on the rope shall not exceed 1050 pounds, nor shall any man on the rope exceed 170 pounds. (b) For middle weight the limit shall be 1200 pounds for the whole seven men and 185 pounds for the individual. (c) Heavy weight teams are unlimited as to weight.

Rule 8.—There shall be seven men for each team, including the anchorman. Two cleats, one each three feet from the center of the platform, shall be painted red, and when the center of the rope passes a red cleat, the pull is terminated.

A time limit may be agreed upon in writing before a contest, but if no such agreement is made the time limit shall be 30 minutes; and if the three feet has not been gained in the time by any team, the decision shall be given to the team having the advantage at the expiration of the time limit. The slightest perceptible gain from the center shall be considered an advantage.

Rule 9.—There shall be two judges and a referee; the judges shall see that teams are placed and pull fairly, without foul or misconduct. The referee shall be starter and sole judge of the pull. His decision shall be final. He shall signal start and finish by a pistol.

Each captain of a team may select an extra judge on his own behalf to assist the other judges in the contest.

Rule 10.—An anchorman shall not touch the platform or cleats with his hands except only to steady himself should he lose his balance. No person shall touch or inter-

fere in any way with any member of the team when pulling. All pulls must be made with bare hands; no artificial grips of any kind allowed, but any puller may rub on his hands any substance he may choose. No spikes, projecting nails, or any artificial means or attachments will be allowed to be used on boots or footwear.

Rule 11.—Each captain shall furnish the management with the names, ages, weight and birthplace of the members of his team. The referee shall weigh the team immediately before the contest, and shall have the captains present inspect paraphernalia, and he shall hear and decide all objections and disputes preliminary to the pull.

Rule 12.—In a tournament the order in which the teams shall be placed against each other shall be decided by drawing lots in the presence of the captains.

Rule 13.—The two substitutes may be allowed to pull by the referee, but only when he is satisfied of the inability of one or more of the regular team to be present and pull. In the event of a tie between the two teams and a final pull-off between them the same day, no substitutes will be allowed for any reason. In other cases, should any team have to pull twice in one day, it shall be allowed to use one or both of its substitutes.

Rule 14.—In a tournament the teams, including captain, vice captain and substitutes, must be photographed in a body for identification before tournament.

Rule 15.—All challenges against any teams or members thereof shall be made in writing by a captain, and any charge of want of qualification must be made 24 hours before a pull. All charges shall be submitted to the management.

Rule 16.—The management shall have the power to rule out or fine any team or member thereof; and any team ruled out of a tournament forfeits any benefit from the tournament that it might otherwise receive.

Rule 17.—Tournament shall be awarded to the team having highest per cent. of winning pulls. In the event of two or more teams having an equal number of winning pulls, they shall pull off for final decision.

Rule 18.—Any pull off for final decision is part of the tournament, and must be so conducted and in no way made a separate event, and if such finals are pulled off on a special date, all receipts therefrom shall be part of the general receipts of the tournament.

WRESTLING.

Catch-as-Catch-Can, or Lancashire.

In catch-as-catch-can wrestlers are allowed to catch hold of any portion of the body with one single exception, but they must not scratch, throttle, or commit any unfair act. Neither are they allowed to be rubbed with grease, resin or any pernicious drug. A second is not allowed to touch his man or his opponent's man while wrestling. If the wrestlers get entangled with the boundary of the ring, they shall draw off, and renew the contest with the same hold as when they drew off.

The decision of the referee in any match is final, and the stakes to be given up accordingly. If the referee be not chosen in the articles, and the wrestlers or backers cannot agree to appoint one in fifteen minutes from the time of entering the ring, the stakeholder shall appoint one. The men are allowed ten minutes between each fall. If a wrestler gain a fall and neglect or refuse to continue the contest, his opponent shall claim the stakes, or in the event of a wrestler gaining a throw, he can claim the stakes in the absence of any arrangement to continue the match. Any dispute arising not provided for in the articles, shall be settled by the referee, whose decision shall be final.

Police Gazette Rules for Catch-as-Catch-Can.

1.—Either opponent may press his arm against his antagonist's throat.

2.—Strangle hold is barred.

3.—Two shoulders touching the floor at the same time, to constitute a fall.

4.—No less than 10 nor more than 20 minutes' rest allowed between each wrestling bout.

5.—All bets to go with the stakes. The referee to announce at all times when a match is not concluded which way the stakes shall go.

6.—If the referee be not chosen in the articles, and the wrestlers or backers cannot agree to appoint one within 15 minutes from the time of entering the ring, the stakeholder shall appoint one.

7.—In all matches the wrestlers must be in gymnasium shoes, and they will not be permitted to scratch, throttle, or commit any other unfair act toward each other. Neither will they be allowed to be rubbed with grease, resin, or any pernicious drug, on any part of their bodies. A second is not allowed to touch his own or his opponent's man while wrestling—touching either competitor while in the act of wrestling will be a disqualification against the offender and his party, and the referee shall decide against them. If the wrestlers work off the mat the referee shall order them to the centre, where the same holds shall be renewed.

CORNWALL AND DEVONSHIRE STYLE.

The men to wrestle in strong loose linen jackets, the hold to be taken above the waist or by any portion of the jacket. Kicking is barred.

KICKING IS BARRED.

For a fair fall two hips and one shoulder or two shoulders and one hip must be on the mat, and a man must be thrown flat on his back before any other portion of his body touches before a decision can be given against him.

A competitor who is thrown on his stomach or buttocks is allowed to rise and renew the contest.

If the man making the throw touches the mat previously with either his hand, knee, or any part of his body, no fall is allowed.

Taking hold of the two collars of an opponent's jacket is not allowed.

Three minutes are allowed between each fall.

RULES OF CUMBERLAND AND WESTMORELAND WRESTLING.

On taking hold the wrestlers stand up chest to chest, each placing his chin on his opponent's shoulder and grasping him around the body, each placing his left arm above the right of his antagonist.

When both men have a firm hold and are fairly on their guard the play commences, and, with the exception of kicking, they are allowed to use every legitimate means to throw each other.

If either party breaks his hold, that is, leaves loose, though not on the ground, and the other still retains his hold, the one so leaving loose shall be the loser.

If either man touches the floor with one knee only, or any other part of his body, though he may still retain his hold, he shall not be allowed to recover himself, but shall be the loser.

If the men fall side by side or otherwise so that the umpire cannot decide which was first on the ground, it shall be what is technically termed a "dog fall," and shall be wrestled over again.

If both fall on the ground, the man who is first down, or who falls under the other, shall be the loser.

GRAECO-ROMAN WRESTLING.

The rules for Græco-Roman wrestling are as follows:

The wrestlers are only allowed to take hold from the head, and not lower than the waist.

Taking hold of the legs is strictly forbidden.

The wrestling is with open hands, and the wrestlers are not allowed to strike or scratch.

If the wrestlers roll over each other, the one whose shoulders shall touch the carpet first is deemed thrown, if rolling falls are to count.

It is necessary that both shoulders shall touch the ground at the same time in order to claim a fall.

All matches to be best two out of three falls; each fall

to consist of two shoulders being upon the ground at the same time; if but one fall is gained after three hours' wrestling, the contestant winning that fall to be declared winner of the match. If two falls were got, one by each, at that time, then the contest to go on until a second fall is won by either wrestler. If each contestant wins a fall, the match must continue until decided, unless otherwise agreed upon.

COLLAR AND ELBOW WRESTLING.

The contestants shall be required to wear knit shirts or short jackets, not to extend below the hips, with strong collar and sleeve for the grasp of his opponent.

Each contestant to wear rubber shoes or sandals on the feet.

Each wrestler shall take hold of the collar of his opponent with his right hand. The grasp of the collar to be opposite the left ear of his opponent, and neither contestant shall be allowed to loose or break his hold, or shift his hand on the collar, forward or back, until a fall is decided. Should either contestant do so, tne referee shall have full power to decide the bout against him and in favor of his opponent.

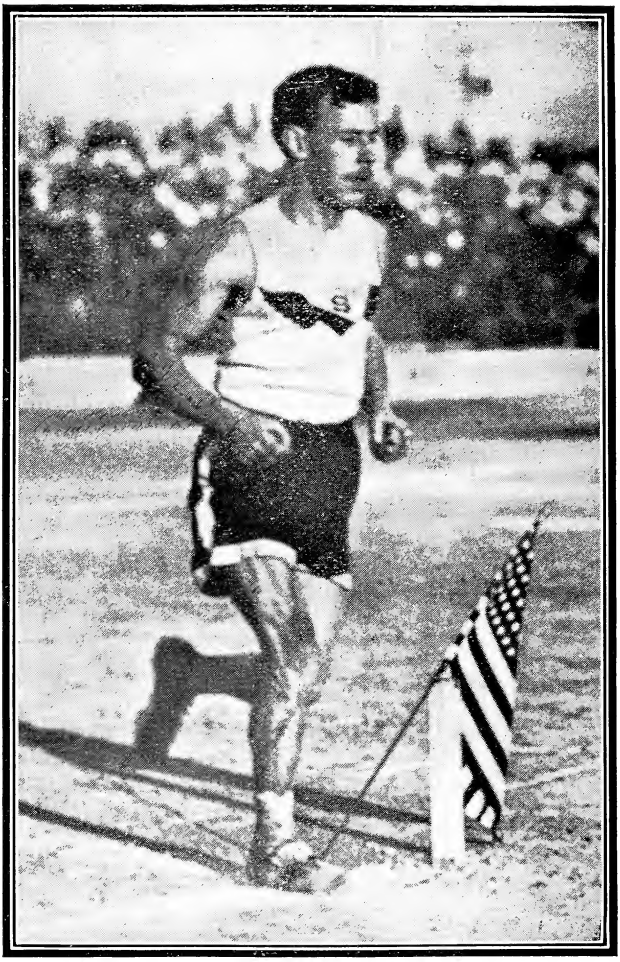
Both contestants shall be made to stand up and move their feet alternately; at the same time the right arm must be held in a loose instead of a stiff position, in order that his opponent shall have an opportunity to move forward at his pleasure.

If either contestant break his grasp or hold during a bout with one or both hands to save himself from falling or to gain a momentary advantage, it shall be considered a foul, and the referee shall decide the fall or bout against him.

No kicking to be allowed, and any contestant who shall wilfully kick, or attempt to kick his opponent, shall forfeit the match and stakes according to the option of the referee.

To decide what is considered a bout or fall at this style of wrestling, a contestant will be required to throw his opponent fair on his back, so that two hips and one shoulder, or two shoulders and one hip shall strike the ground or floor at the same time to constitute a fall. Under no circumstances shall a referee be allowed to decide or declare a bout won unless either of the contestants commit a foul by kicking or breaking holds.

Should a referee chosen or selected in any contest be found to be biased, prejudiced or incapable, either of the



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contestants shall have the power, on satisfactory evidence being produced or affirmed, to resign the contest.

No butting or scratching shall be allowed, and the referee shall have full power to disqualify a contestant on the first offense.

Under no circumstances, in any contest, shall the wrestlers be allowed to rest until a fall is gained, and the referee shall have no power to allow the contestants to rest without the mutual consent of both parties.

SIDE HOLD WRESTLING.

Each contestant shall furnish a set of strong leather or webb harness, which must reach from the shoulder to the waist, and from the neck to the elbow.

The men shall toss for choice of holds and the man winning the toss can take the left and under or right and over.

The contestant taking the left and under shall take hold of his opponent's harness at the waist on the left side with his left hand, and his opponent's left hand with his right.

The contestant taking the right and over shall take hold of his opponent's harness behind the right shoulder with his right hand and his opponent's right hand with his own left.

Both wrestlers shall stand side to side and show fair and equal play, or forfeit one fall for each caution after the first.

If either contestant break his grasp or hold during a bout with one or both hands to save himself from falling or to gain a momentary advantage, it shall be considered a foul, and the referee shall decide the fall or bout against him.

No kicking to be allowed, and any contestant who shall wilfully, after caution, kick or attempt to kick his opponent, shall forfeit the match and stakes according to the option of the referee.

To decide what is considered a bout or fall at this style of wrestling, a contestant will be required to throw his opponent fair on his back; two shoulders must strike the ground or floor at the same time to constitute a fall. Under no circumstances shall the referee be allowed to decide or declare a bout won unless either of the contestants commit a foul by kicking or breaking holds.

No butting or scratching shall be allowed, and the referee

shall have full power to disqualify a contestant on the first offense.

Under no circumstances, in any contest, shall the wrestlers be allowed to rest until a fall is gained, and the referee shall have no power to allow the contestants to rest without the mutual consent of both parties.

A rest of 15 minutes shall be allowed between each bout.

RULES GOVERNING AMATEUR WRESTLING.

Under amateur rules bouts are limited to six minutes, and if there is no fall there is a rest of three minutes, to be followed by six minutes more of wrestling. Then, if neither contestant has scored a fall, the referee has the power to give the decision to the man who in his opinion has done the better work.

Flying and rolling falls are counted.

The hammer lock is barred, as are also the double Nelson and strangle.

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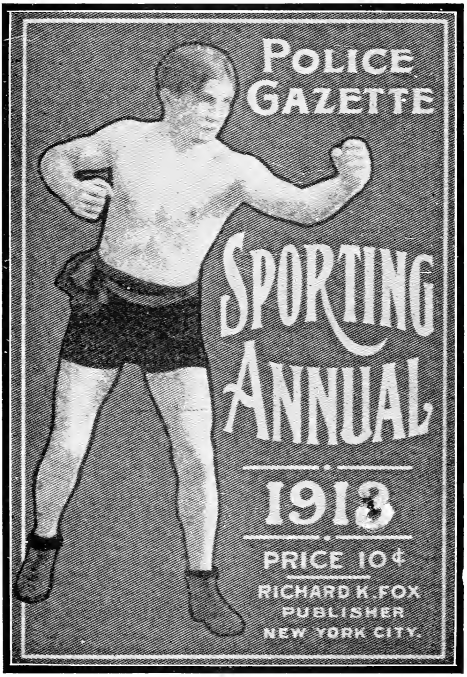

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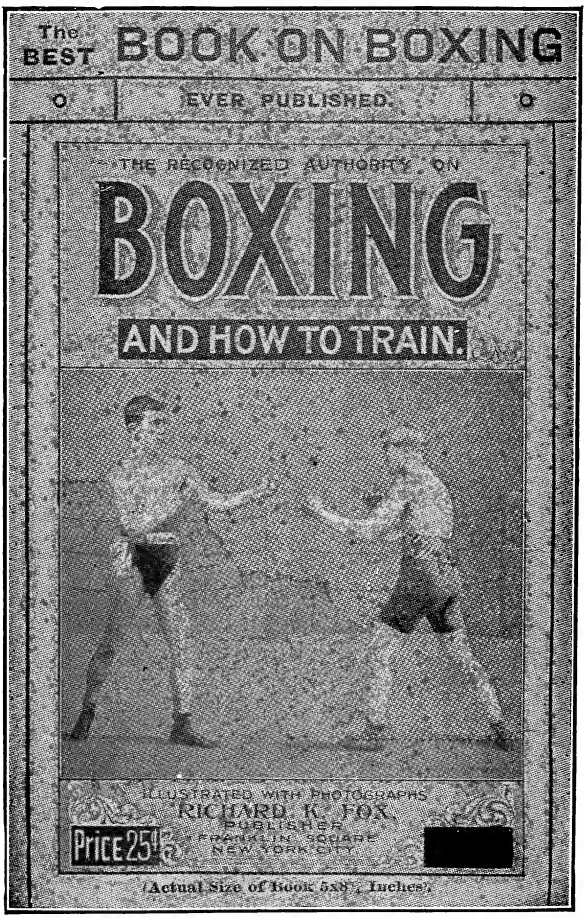

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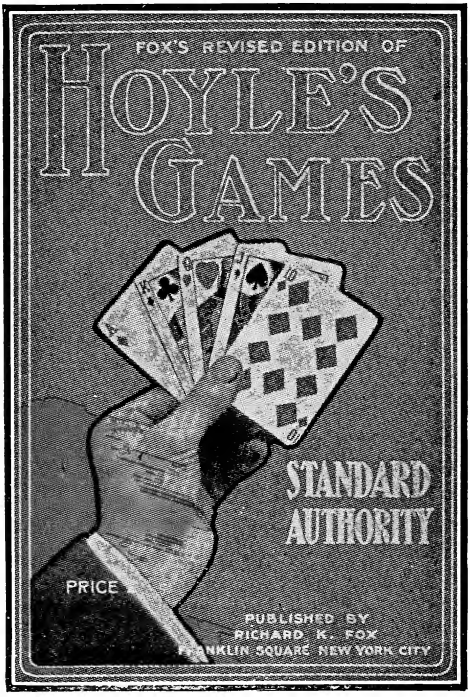

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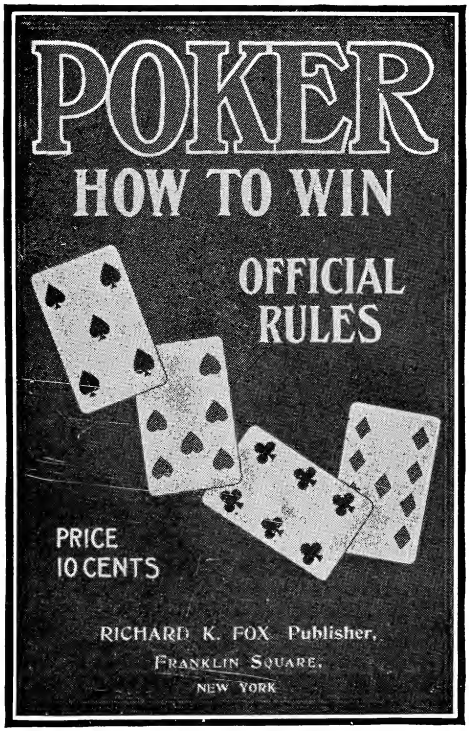

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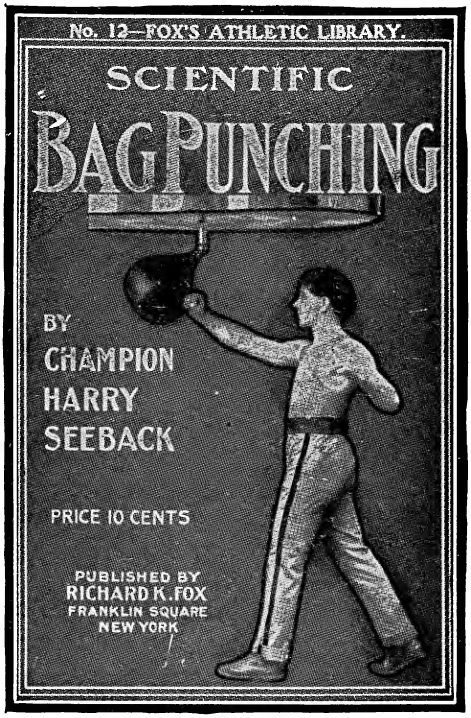

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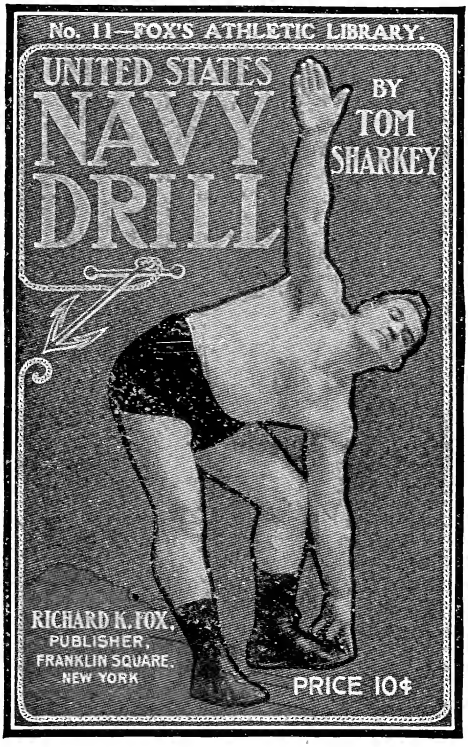

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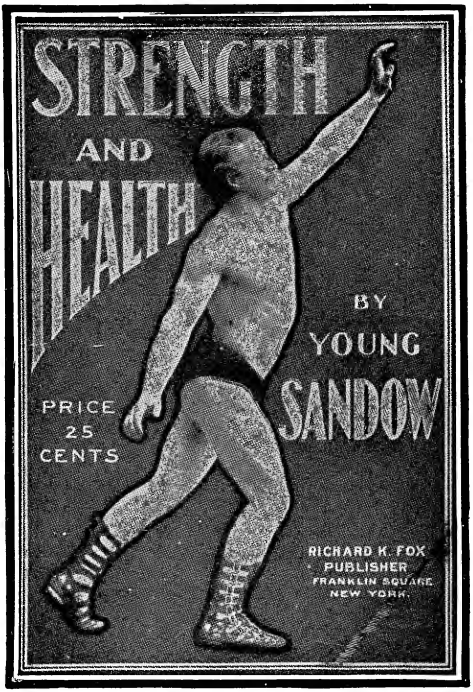

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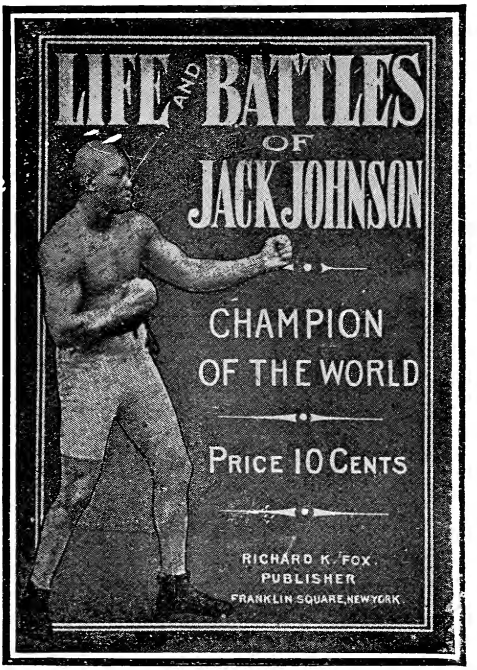

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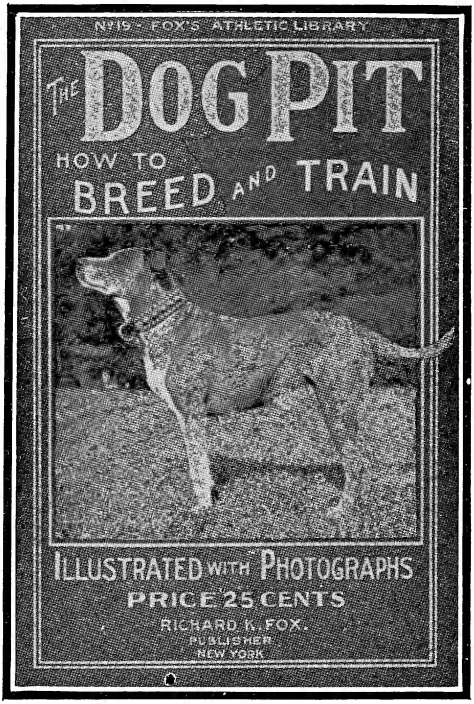

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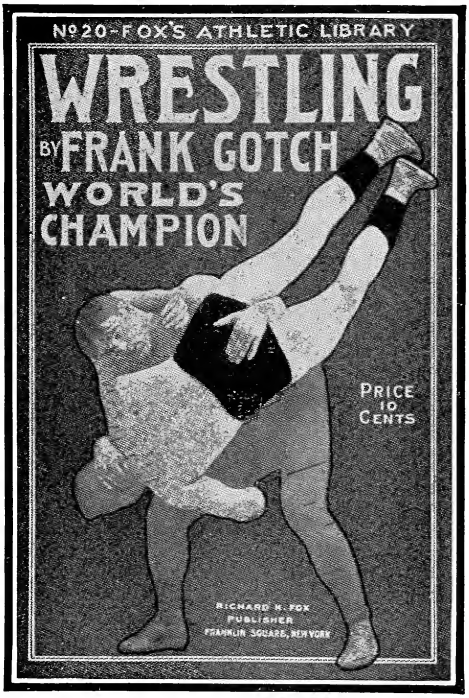

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